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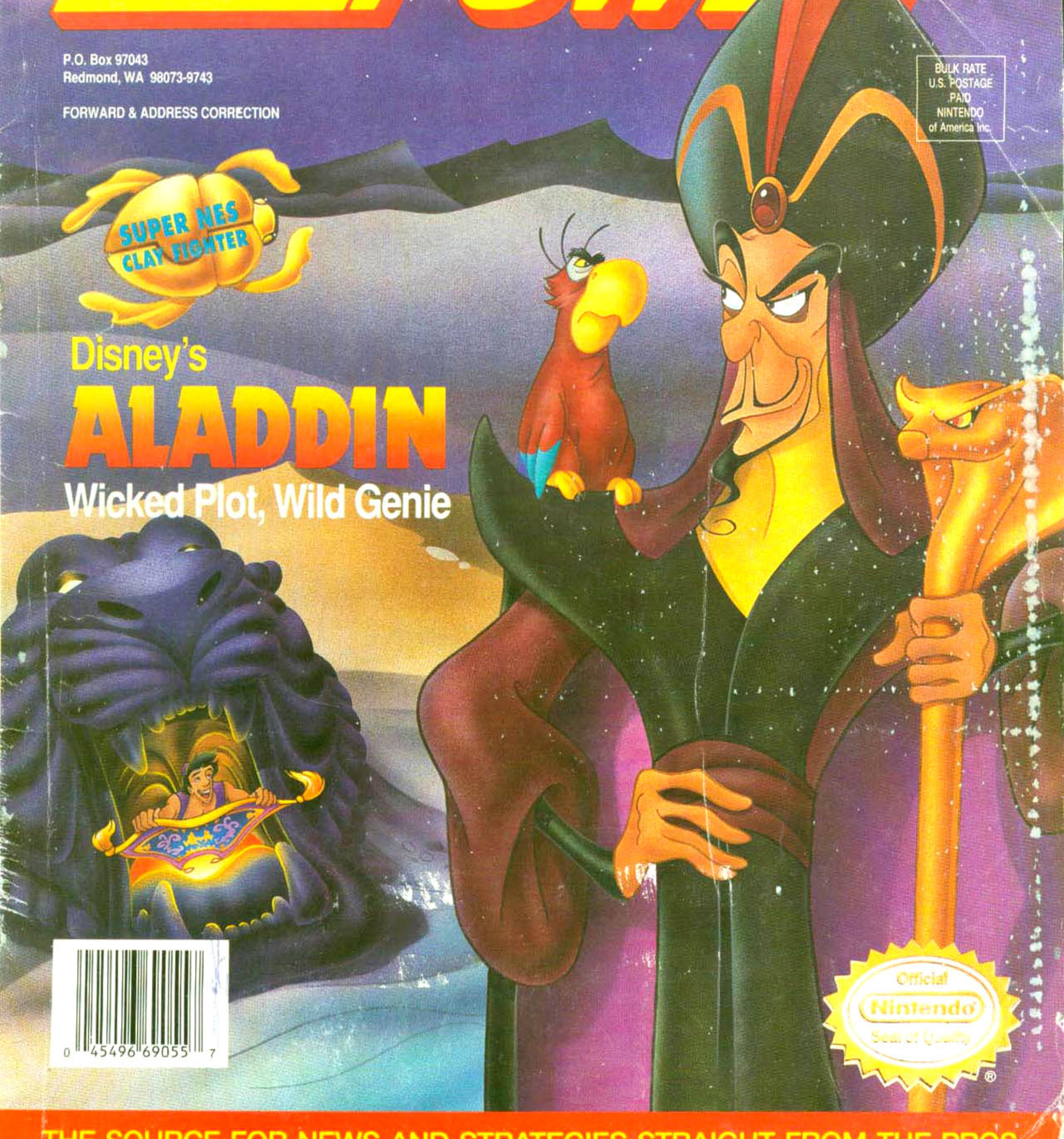

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Disney's ALADDIN

Wicked Plot, Wild Genie

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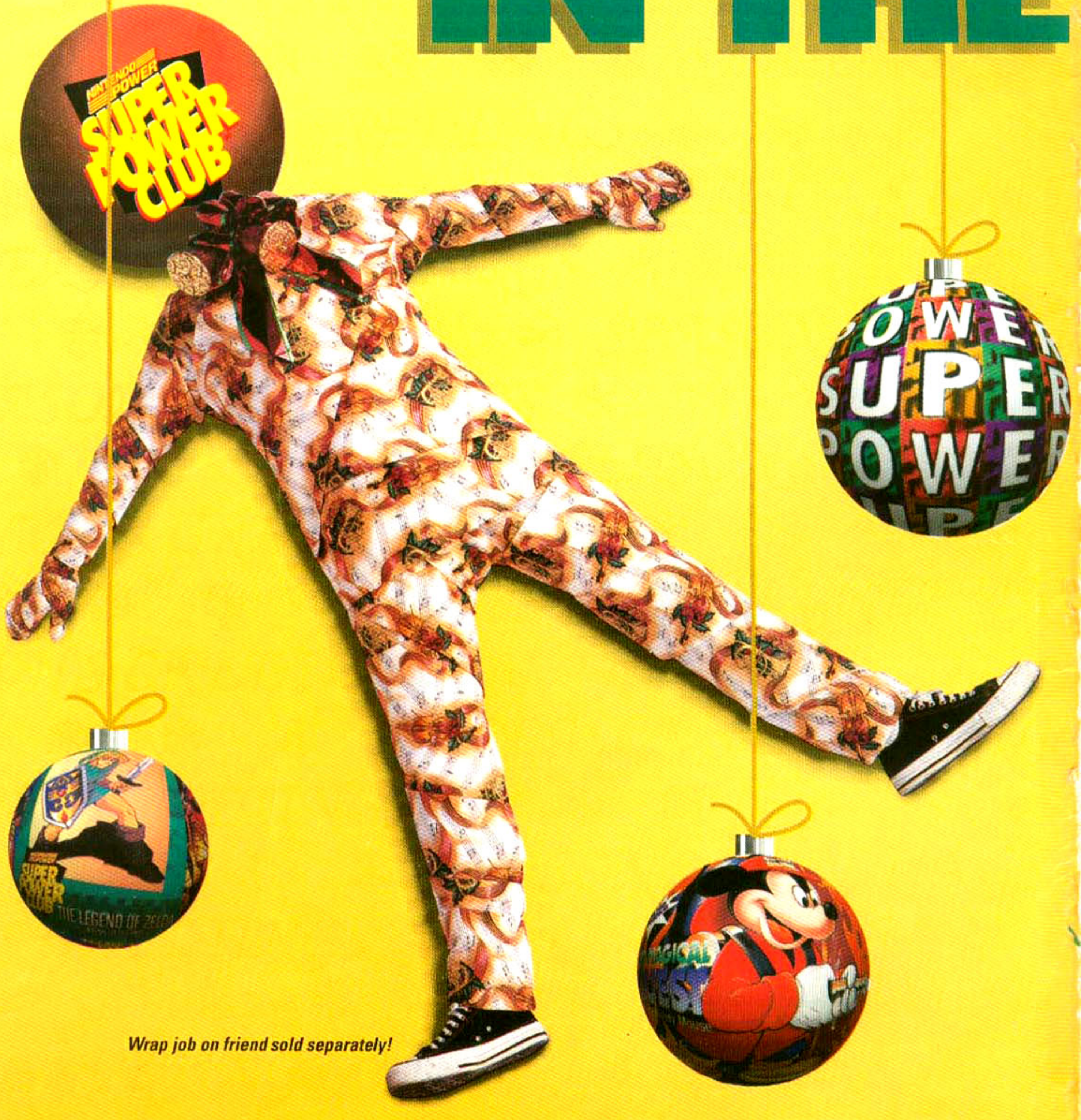
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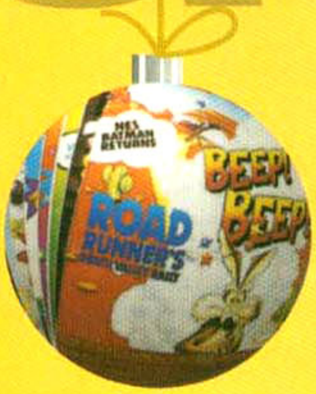

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THE LOST LEVELS
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The only official guide to Super Mario All-Stars – straight from the pros at Ninte

...YOU GOT EM!

Nintendo game players demand the information that gets them into the game. The new 168-page Street Fighter II Turbo and Super Mario All-Stars Player's Guides take you deep into the action with all of the best tips and strategies for all of the games--plus a whole lot more!!!

How much information are you prepared to handle?

Nintendo

PLAYER'S GUIDES

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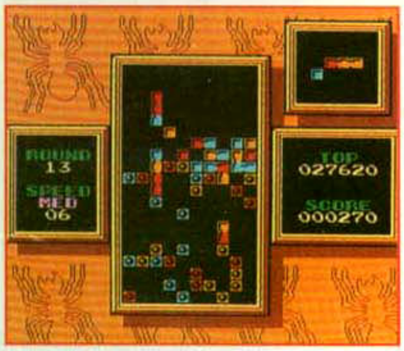
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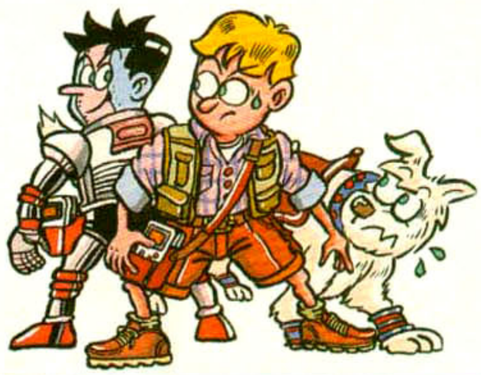

STREET FIGHTER II TURBO SHOWDOWN!

Back in Volume 51, we asked you to tell us which Street Fighter you thought was the baddest of them all—and why! We knew that this question would draw numerous responses, so we took a tally of the votes. Chun Li and Ryu came out on top, but it was too close a race to call!

Ryu is the most well-rounded fighter. I asked 30 people this and 19 said"Ryu." The others picked Ken. The only thing different about them is the speed, and who's stronger.

Tony "SF II" Shiu
Memphis, TN

Every well-educated person should know that if you want results, choose Guile. He's the most versatile fighter and can destroy a fighter on the ground and in the air. Besides, you gotta love the hair!

Malcolm "Beat'em in a Day" Fine
Woodstock, NY

Chun Li is the best. Her best moves will defeat anyone and with the Kikoken, she is unstoppable!

Meredith Bernartz
Plymouth, CT

I've found that the flash-kicking Guile consistently wins the most fights, even though I personally prefer Chun Li. I can't wait to get SF II Turbo so I can CREAM Guile with Vega!

Ryan "Fighter" Holloway
Manassas, VA

Guile, Ryu and Ken are the most skilled World Warriors and consistently win more matches.

Sean Kelly
West Long Branch, NJ

Chun Li is by far the most skilled player. Her Lightning Kick is easy to do and is extremely effective. Her high-jumping makes it easy to avoid others' moves and easy to attack from above. The Whirlwind Kick will take any opponent by surprise—what more can I say? Chun Li is THE choice!

Nari Mann
Austin, TX

Chun Li is the best street fighter. Her moves are some of the easiest to learn and she is unique, being the only woman fighter. Plus she's fighting for a good reason: to avenge her father. She's a strong fighter and can jump off the wall; an ability no other fighter has. Chun Li is awesome!

Lindsay Johnson
Middlesboro, KY

*When our question was asked, **SF II Turbo** was just becoming available. Now, Vega can jump from the side wall with his excellent flying Wall Leap move.*

Dhalsim is definitely the best. He's not only the thinnest, he can out-stretch his body and breathe fire.

Adam Grandmaison
Nashua, NH

Who is the best fighter? I don't care! I play against anyone with any player and I obliterate them. I like to use different players that are a challenge to use. A match with me using Chun Li or Blanka is over too soon with me victorious, as usual. So, try using different characters that you've never used before, and master them.

Brian Lambrecht
Elmwood Park, IL

Are there any particular items that you would like to see included in the next Super Power Supplies catalog? More games? More T-shirts? Please let us know!

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WWF® SUMMER SLAM CONTEST WINNER

Devin Kennedy, from Portland, Oregon, was selected as the lucky Grand Prize winner of the Player's Poll Contest from Volume 49. The Palace at Auburn Hills, just outside of Detroit, was the location for the WWF's SummerSlam. Televised on Pay-Per-View, the event drew thousands of pro wrestling fans and Devin brought along his mom, Donna, and his cousin, Ian Findley. Part of the prize package included meeting some of the pro wrestlers and playing WWF Royal Rumble against them. Devin first got in the video ring with Razor Ramon and promptly proceeded to body slam the bruiser without mercy. Tatanka was Devin's next victim. The match was closer, but it was clear that Devin would again emerge from the ring victorious!

Ian and Devin challenged Razor Ramon to a wrestling match, but this isn't quite what they had in mind!

RAZOR RAMON

Devin took care of Razor Ramon in no time flat playing LJN's WWF Royal Rumble Super NES game! Fortunately, he took his defeat graciously.

EDITOR'S CORNER

If you've been a Super Power Club member for more than a month, you obviously know that Nintendo Power features the best contests. We give away the biggest and best (not to mention the most exclusive) prizes in our monthly Player's Poll Contest. This month's contest is no different. Have you ever dug up a dinosaur? You can if you send in your Player's Poll card and you're selected as the lucky Grand Prize winner. You'll join the famed paleontologist, Dr. Jack Horner, in Montana on the site of an actual dinosaur excavation! Dr. Horner was a technical advisor for the movie, Jurassic Park. But wait, the great prizes just keep coming! How would you like to be a member of Ivan "The Ironman" Stewart's chase team for the Baja 500? Learn more about it next month!

Gail Tilden
Editor in Chief

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Disney's Aladdin

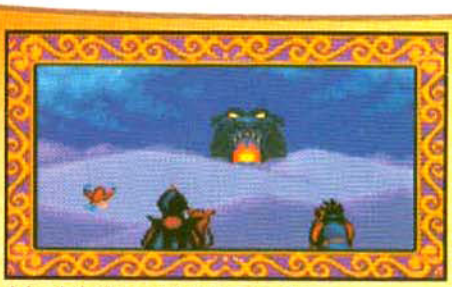
From the big screen to your home

This month Capcom brings the characters from last year's mega-hit movie to the Super NES in a six-stage, one-player action game that captures all of the magic of the legend. Follow Aladdin through the streets of Agrabah and to the Cave of Wonders to meet the Genie. Outstanding animation and excellent play control make it an entertaining game for players of all ages.

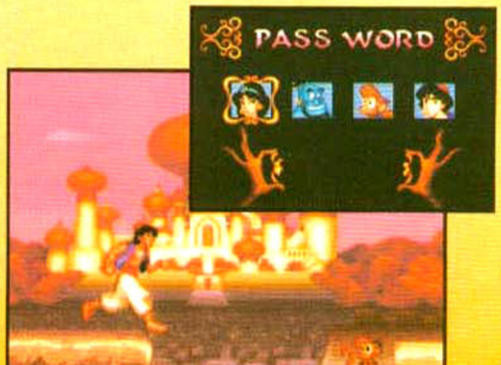
THIS LAMP ONCE CHANGED
THE COURSE OF
A YOUNG MAN'S LIFE...

According to the legend, Scheherazade, wife of an Arabian king, was sentenced by him to die at dawn, but she eluded death by telling the king a story every night and leaving the ending until the next morning. So eager was he to hear the ending that he allowed dawn to pass without the execution. Finally, after 1,001 nights—and 1,001 tales—the king granted her a reprieve, and thus were spun the tales of the Arabian Nights, Aladdin among them.

The video adventure begins with Jafar sending the ill-fated Gazeem into the Cave of Wonders to retrieve the Magic Lamp. The cave, however, swallows him up, roaring that only one person would be allowed to enter. That one chosen person is "a diamond in the rough," a description that fits Aladdin well.



Jafar finds the cave but cannot enter.



Fans of the movie (and who isn't?) will love the way the game captures the fun of the big-screen hit.

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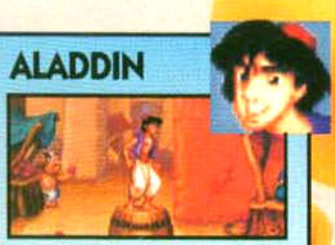
You can call him Al

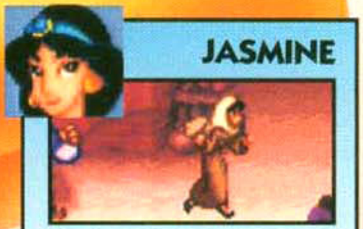
The game's opening scene is just like the movie's: Aladdin runs through the streets, accompanied by Abu, stealing food as the merchants try to nab him. Poor but proud, he is the "Diamond in the Rough" who will one day enter the Cave of Wonders to pick up the Magic Lamp and free the Genie. He has fallen in love with Princess Jasmine, a captive girl he is destined to find. Also in the picture is the greedy vizier, Jafar, who covets the Magic Lamp. Aladdin's ultimate battle takes him—and trusted companion, Abu—deep into the shadowy and mysterious Palace of Jafar.

ALADDIN



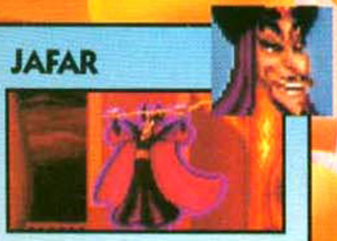
Young and adventuresome, Aladdin has fallen for Princess Jasmine.

JASMINE



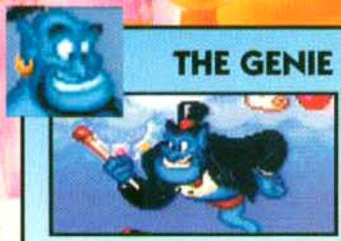
The beautiful princess falls for the "Diamond in the Rough."

JAFAR



The greedy Jafar turns kidnapper and holds Jasmine hostage.

THE GENIE



The Genie who inhabits the lamp grants Aladdin's wishes.

ABU

Where Aladdin goes, Abu follows. He is a trusted but troublesome companion.

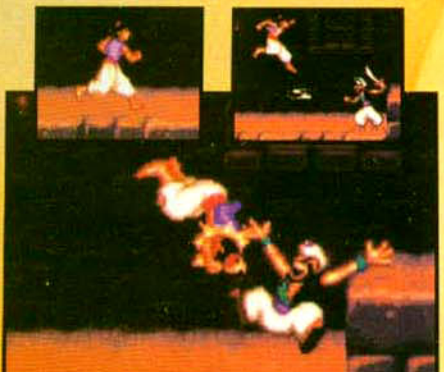
THE SULTAN

Following the law of the land, he forbids his daughter to marry a commoner.

Animated Al

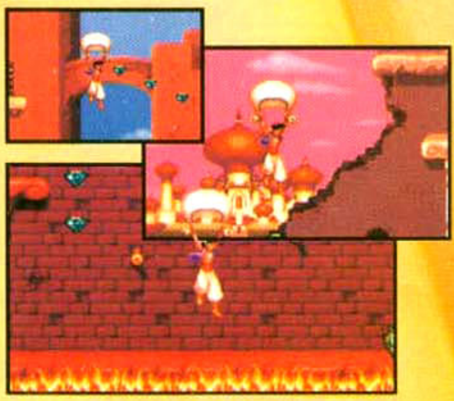
Unusually smooth, detailed animation brings Aladdin to life, and he has a variety of great moves that are fun to use. The play control is excellent. He can jump and make fingertip grabs to land on distant ledges. He also runs at different speeds and stops on a dime.

FLIP KICK



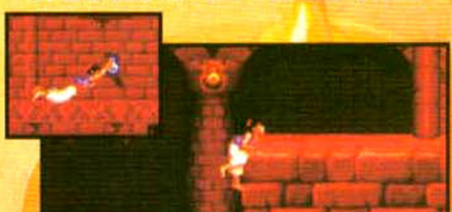
Press B when you're next to an enemy to make Aladdin knock it out by doing a handspring off its head.

THE GLIDE



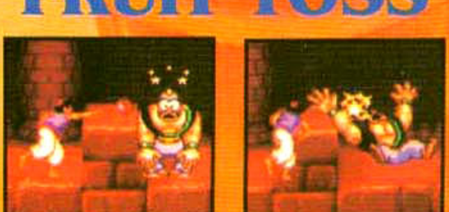
Press R while in the air to make the Rug pop out like a parachute. Control the glide with R and L.

HANG TIME



If you jump toward a ledge, Aladdin will automatically grab it if he's close enough.

FRUIT TOSS



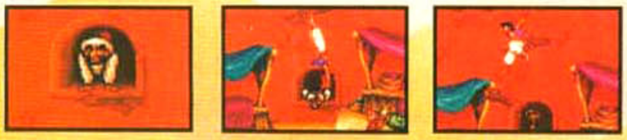
Every Apple Aladdin picks up adds ten to his supply. Press the A Button to throw Apples at enemies.

The Marketplace

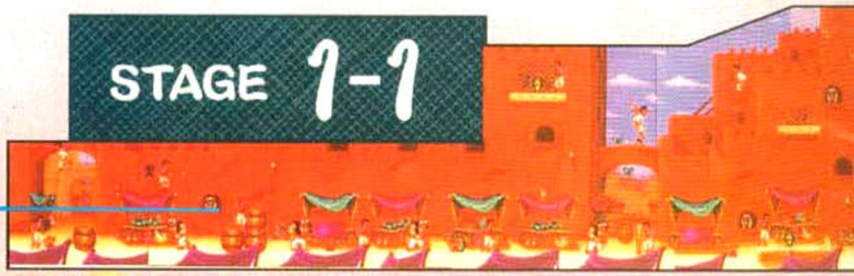
The game begins on the streets of the mysterious city of Agrabah. Aladdin runs through the Marketplace, stealing whatever food he can find. At his side is his mischievous monkey pal, Abu. The pair tries to stay one step ahead of trouble, but guards are posted along the way. Aladdin can bop them with a somersault kick or stun them with the Apples he finds in Jars.

STEP RIGHT UP

Watch the windows when you're in the Marketplace. Sometimes men stick their heads out to see what's going on in the street. Time jumps so you can bounce off their heads to reach areas high above.



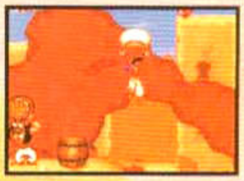
STAGE 1-1



START

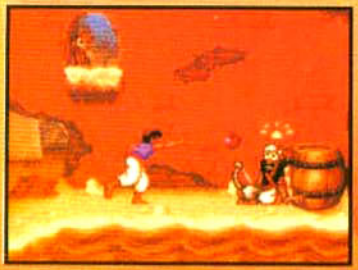
AIR TIME

Use the Rug often to avoid enemies. You don't gain anything from fighting, so if you fly overhead you can avoid potential injuries.

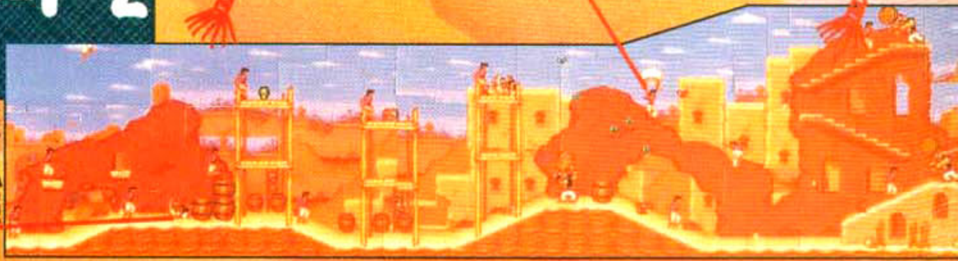


APPLE TOSS

The safest way to make it through the Marketplace is to throw Apples at enemies as soon as they scroll onto the screen. Apple attacks won't wipe them out, but they will stun the enemies long enough for you to land somersault kicks.



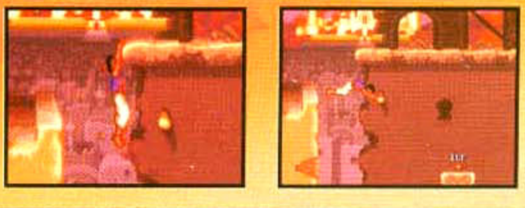
STAGE 1-2



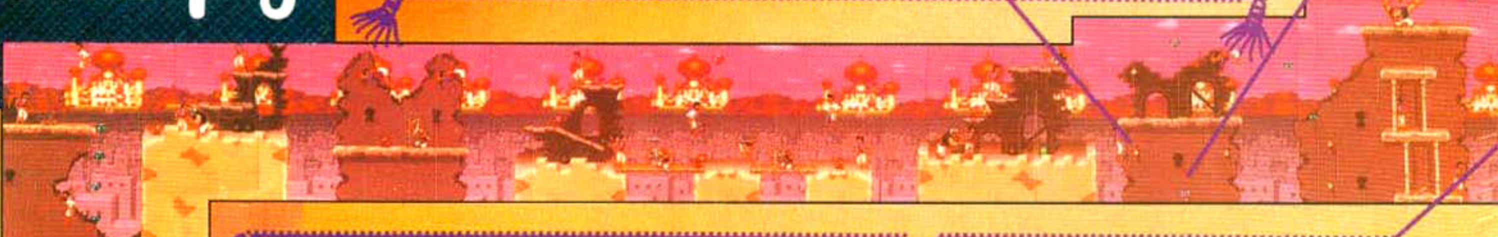
START

1-UP LAMP

If you rush by here, you'll miss out on a 1-Up Lamp. Instead of jumping over to the next roof, step off the right edge of the building and use the Rug to glide over to the Lamp, then swing off the pegs over to the next building.



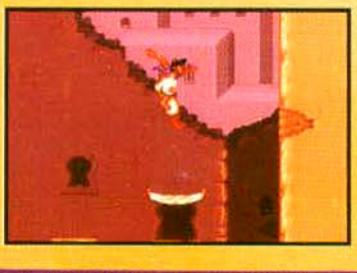
STAGE 1-3



START

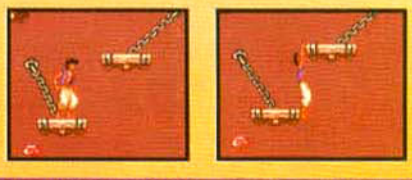
TRAMPOLINE

At the beginning of Scene 1-3, empty the Jar, jump up to the ledge, then leap over to the white awning on the right. It will fling you to the roof, and you can grab the Gems on your way up.

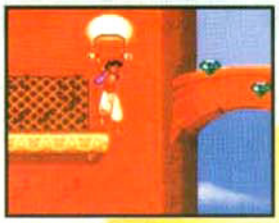


PLATFORMS

These platforms swing back and forth. To pick up the Gems, hang off the edge. Jump to the next one when it comes into view.

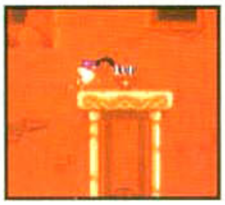


RUG RIDE

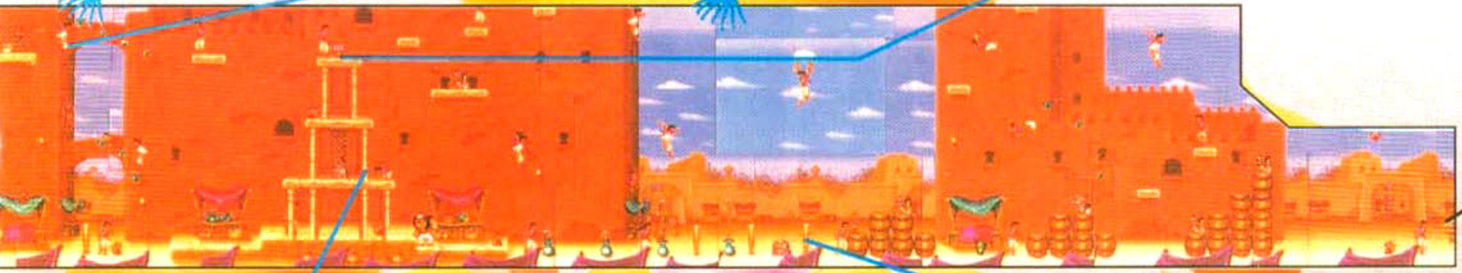


Although it looks kind of like a roll of paper, this is the Rug that you use to glide through the air. Jump and press the R Button to use it. It's easy to control, so it makes picking up Gems a piece of cake.

MAGIC LAMP

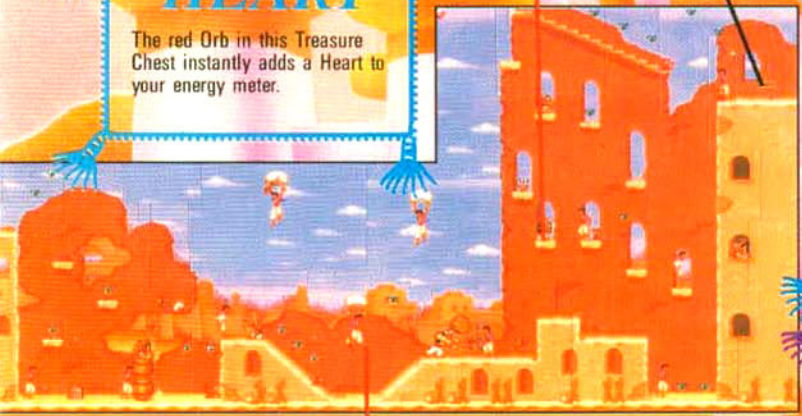


Pull yourself up to the third ledge to snag the 1-Up Lamp. It automatically adds another life to your meter. You'll often find the Lamps in hard-to-reach places or spots that aren't visible.

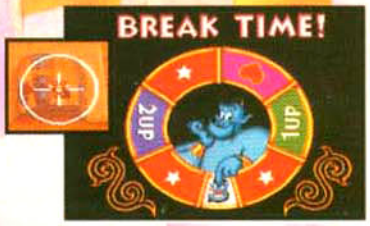


HEART

The red Orb in this Treasure Chest instantly adds a Heart to your energy meter.

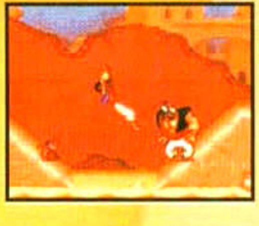


BONUS SCARAB



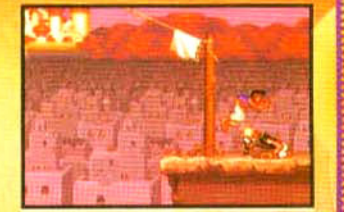
Several Treasure Chests in the game hold Scarabs. If you open the chest and free the Scarab and catch it, the Scarab will show up at the end of the stage and let you play the Bonus Game. You might win extra Hearts, Lives or Continues.

SWINGIN'

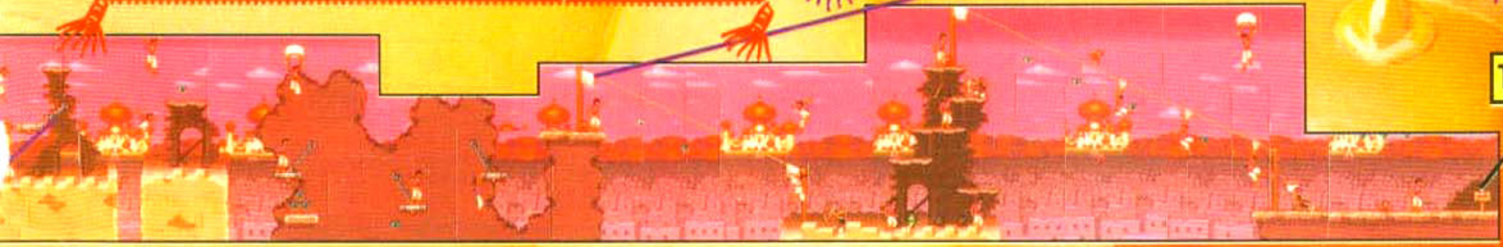


Another way to beat up the bad guys is to hang from the wall pegs and kick them as you swing forward. One kick is all it takes to get rid of them, and they'll often walk right into you.

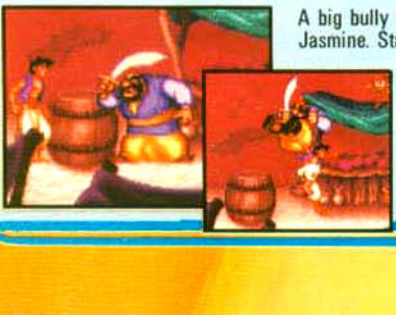
ON THE ROPES



Aladdin pulls a slick stunt at this point. After beating the enemy with the bow and arrow, jump up and grab the cloth that's hanging over the rope above. You'll slide down the rope over the gap and nail the enemy at the end, too. Hop up the ledges on the right to repeat the move on the second rope.



STOP THE SCIMITAR

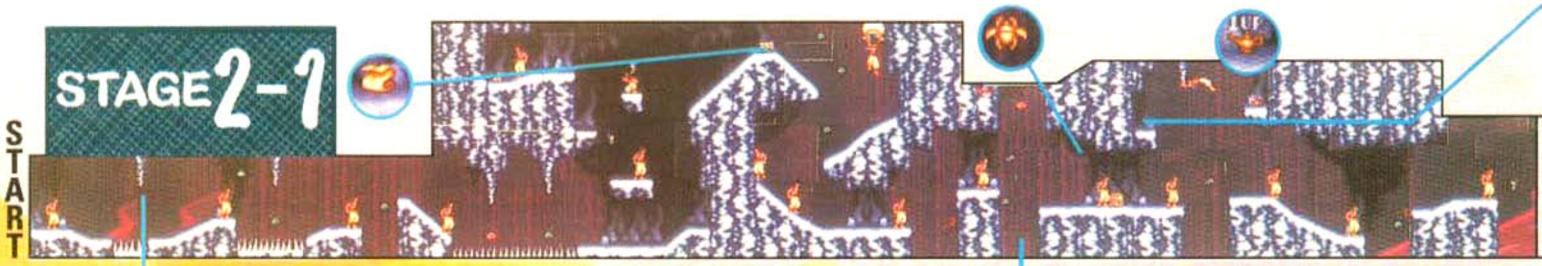


A big bully with a scimitar is tormenting Jasmine. Stand either to the left of the barrel or on top of the tent with Abu. Wait until he swings his sword behind his head, then jump before he draws it down. He'll fly into a rage after you hit him. As soon as he stops, jump again.

The Cave of Wonders

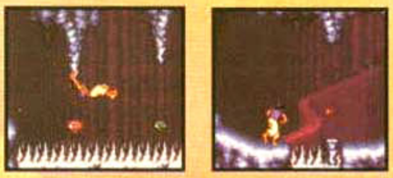
After escaping from Agrabah with Jasmine, Aladdin is seized by her father's guards and imprisoned in the palace dungeon. There he is approached by an old man who promises to free him if he will retrieve the treasure from the Cave of Wonders. Not knowing that the old man is actually Jafar in disguise, Aladdin quickly agrees and departs for the cave, eager to be free.

STAGE 2-1

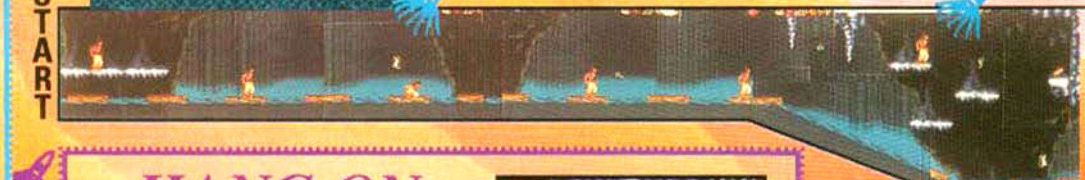


GATHER GEMS

You can either throw apples at the stalactites to break off their tips or swing across to the other side, breaking them off as you go. Once the tips have fallen, you can jump onto them to grab the Gems.

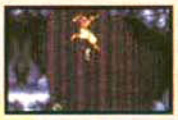


STAGE 2-2



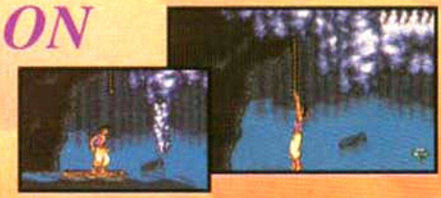
BAT TRICK

Bounce off the Bat to fly high enough to reach the red Gem.

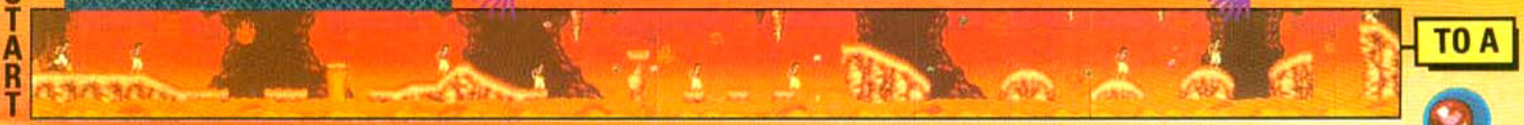


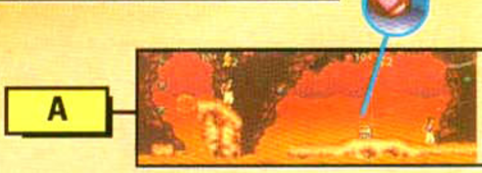
HANG ON

Grab the rope and hang on until the stone gate retracts. Drop onto the next raft and kneel on its right side to go under the gate.



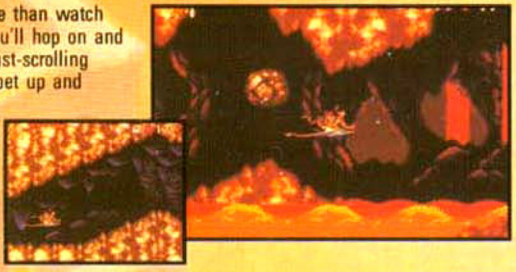
STAGE 3-1



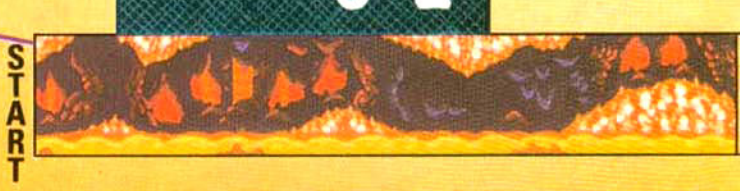


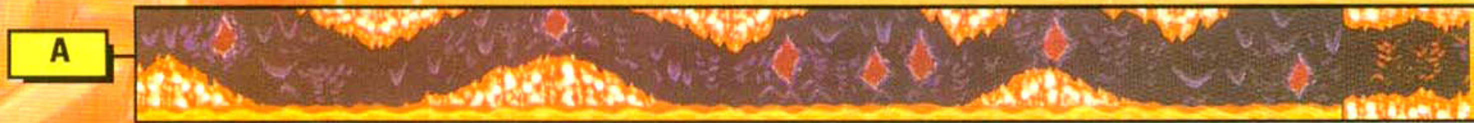
MAGIC CARPET RIDE

Now you can do more than watch the Flying Carpet—you'll hop on and ride it through this fast-scrolling stage. Direct the Carpet up and down to avoid the ceiling and waves of lava that rise and fall, but keep moving. If you slow down, the lava will wash you off the Carpet.



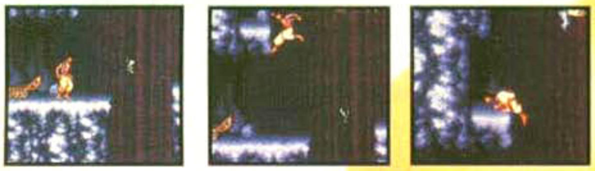
STAGE 3-2





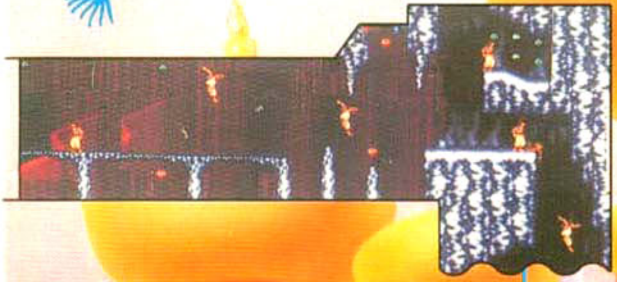
GET A LIFE

Use the Bat here to spring up to the ledge on the left, then swing across to the 1-Up Lamp on the right ledge. If you miss the first time you try bouncing off the Bat, scroll back to the left a couple of screens. When you return, another Bat will appear.



MEET THE MAGIC CARPET

When you reach the end of Stage 2-1, Abu tells you to jump off the ledge. You'll land in the sandy cave bottom. Walk to the right, avoiding the skeletons that emerge from the sand, until you find the Magic Carpet.

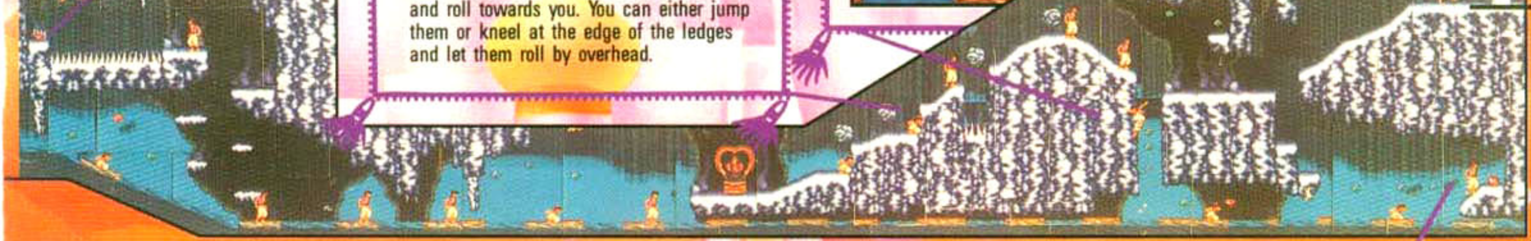


STONES

If you listen, you'll hear great stones drop and roll towards you. You can either jump them or kneel at the edge of the ledges and let them roll by overhead.

ADD A HEART

Don't miss out on an extra Heart. Drop down through either this gap or the next one and land on a raft. Ride the raft all the way to the right, pick up the Heart, then skip over the rafts to the stairs that lead back up to the exit.



TO 3-1

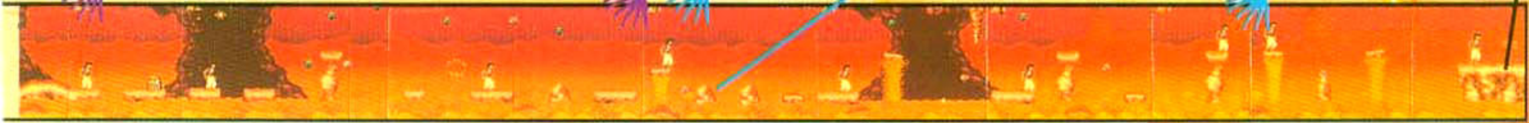
1-UP

A Bat flies in quickly from the right here. Either jump off the ledge to bash it or kneel quickly and prepare to throw an Apple at it.

DOUBLE JUMP

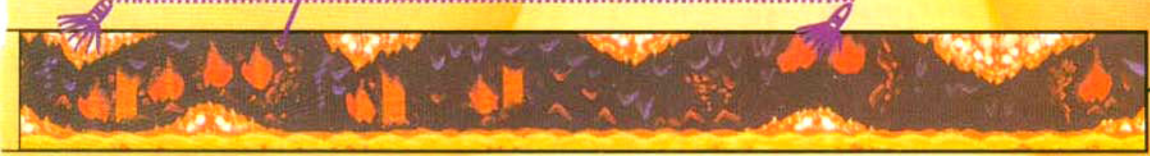
It's hard to make the quick jumps from mound to mound here. If you use the Rug, you can slow things down and land more precisely.

TO 3-2

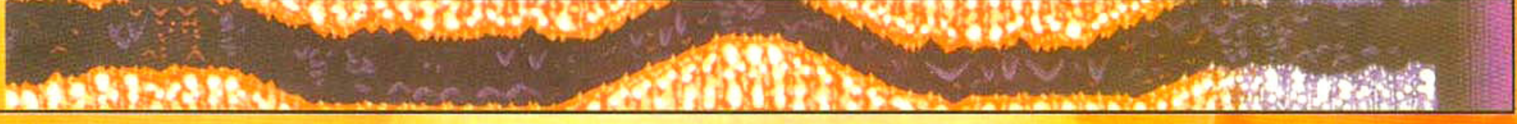


LEVEL OFF

Steady as she goes! Level off here and stay tight to the ceiling to avoid the rising tide of lava. There's a long way yet to go—don't lose it here.



TO A



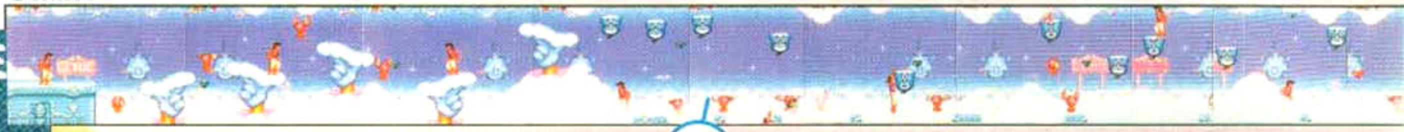
EXIT

Inside the Genie's Lamp

Aladdin is in for a real adventure when the Genie invites him into his Lamp. Inside, he finds a fanciful world with billowy clouds and bobbing balloons. The Genie, all decked out in his finest tux, appears suddenly from time to time to help Aladdin get through tough spots. There are few enemies to avoid, so this stage is one of the easiet ones to complete.

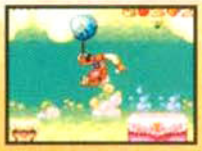
START

STAGE 4-1



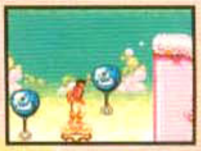
BALLOON BOP

Wait for Balloons to rise from the gaps and use them to skip across to the right. You can also grab the rings on the Balloon strings and hang from them.

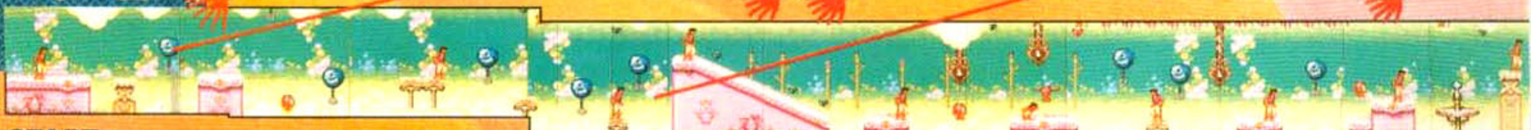


FLY HIGH

Time it right. If you jump on the Balloon before it's high enough, you'll fall into the gap. If you wait too long, you'll be impaled on the ceiling spikes.

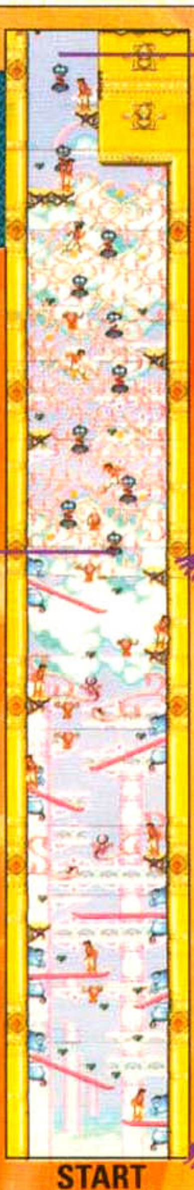


STAGE 4-2



START

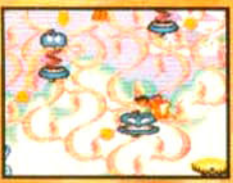
STAGE 4-3

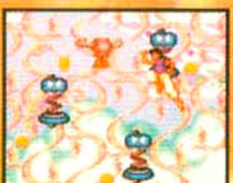


START

SPRING UP

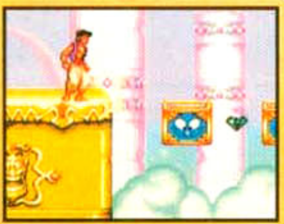
This is the first vertically scrolling stage in the game. In the lower portion, lizard-like tongues snake out from the walls. Jump from tongue to tongue before they retract back into the wall. In the upper area, bounce on the springs to get a lift as you avoid the flying pots.

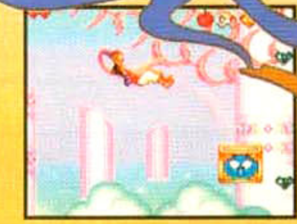




MORE TO COME

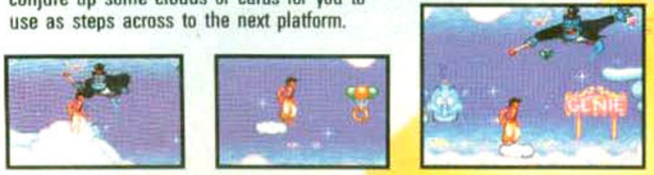
The remainder of Stage 3 takes Aladdin through the rest of the Genie's Lamp. Don't rest on the boxes with faces. They begin to drop as soon as you land on them. There are also several pegs on the walls to swing on.





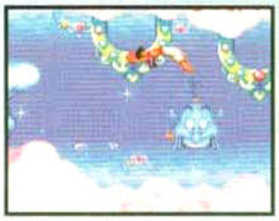
GENIE'S HELPING HAND

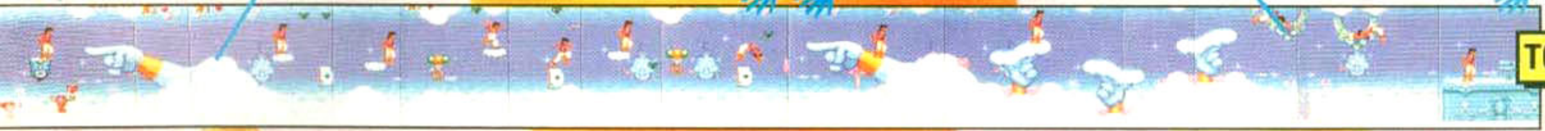
When you reach this point, there are no more ledges to jump to. Pause at the edge and wait for the Genie to show up with his magic wand. He'll conjure up some clouds or cards for you to use as steps across to the next platform.



SWING TIME

When you jump from this point, it's a little bit difficult to tell what you're supposed to do next. There are pegs at the bottom of circles on the right. Take a jump and swing from one to the next and then to the end of the stage.

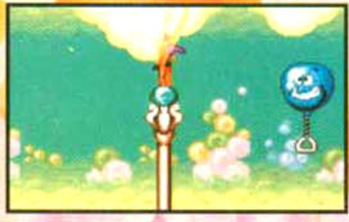




TO 4-2

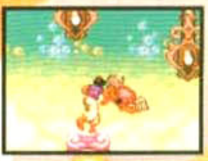
SOMERSAULTS

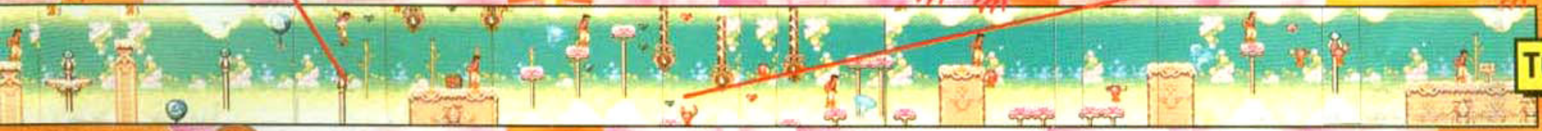
Timing is critical here. The jumps aren't very far apart, but the landing platforms are about the size of pinheads, so you'll have to somersault from place to place. You have to wait for a Balloon to appear to make the last jump.



BREAK THE POT

Before you jump over to the pegs, smash the flying pot so it won't knock you out of the air before you can get ahold of the peg.





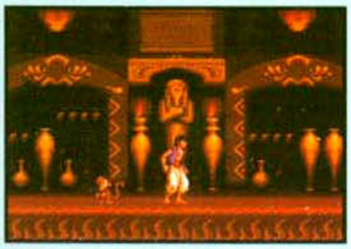
TO 4-3

THE LATER STAGES

There are three more stages to complete before Aladdin's adventure draws to a close. When he leaves the Genie's Lamp, Aladdin learns that Abu has gotten himself lost in an ancient Pyramid. He can't leave his pal in his time of need, so he traces his path to find him.

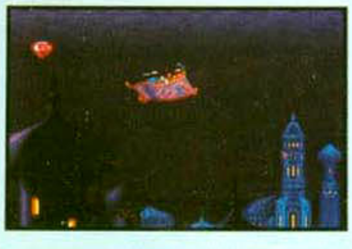
THE PYRAMID

The Pyramid is an ancient and mysterious maze. Slipping, sliding waves of sand make the footing unstable, and birds quickly emerge from the sand to attack. In some areas, Aladdin must swing from creaking chains to reach safety. Where does he finally find that mischievous Abu? In the Treasure Room, of course.



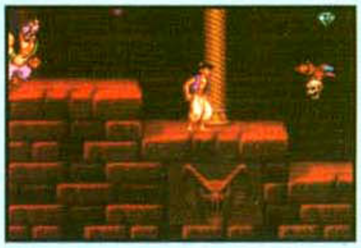
THE BONUS STAGE

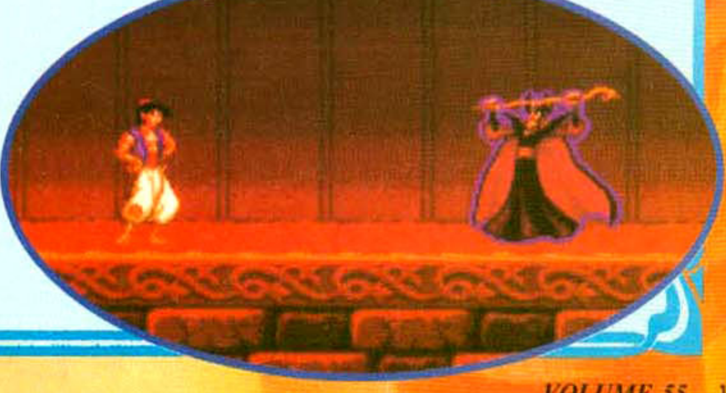
Before returning to Agrabah, Aladdin becomes a prince by way of a wish, and he and Jasmine take a wondrous flight aboard the Flying Carpet. Here, they collect as many gems as they can as the beautiful city scenes scroll by in the background.



JAFAR'S PALACE

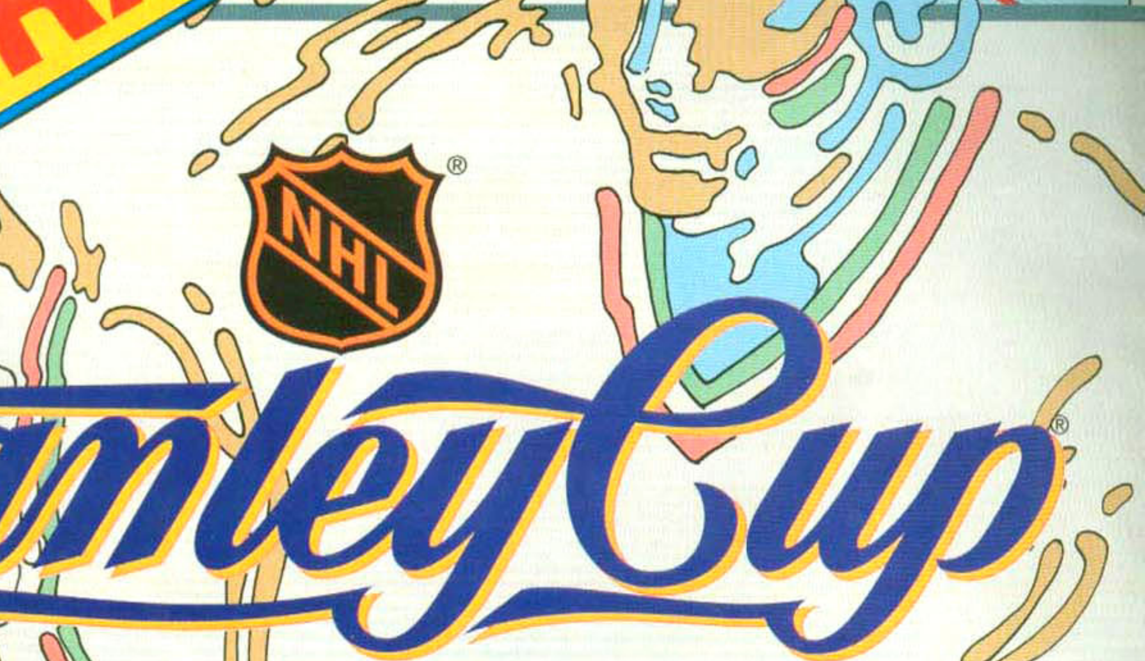
When Jafar takes the Magic Lamp and Jasmine, Aladdin has no choice: he must enter Jafar's Palace to save his sweetheart and recover the Lamp. The palace is packed with brawny guards and other perilous obstacles. When he finally does track Jafar down, he's in for the fight of his life.



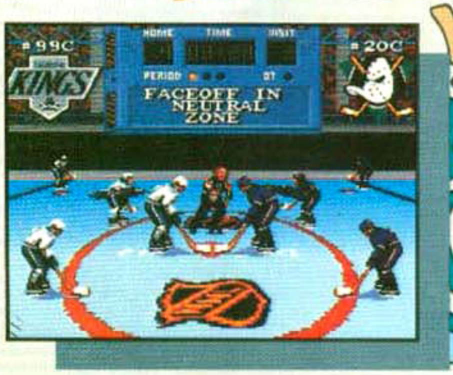


NINTENDO POWER SPORTS SCENE EXTRA

INSTANT REPLAY



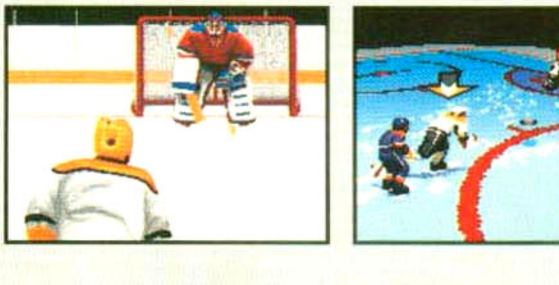
NHL Stanley Cup



Quest for the Stanley Cup!

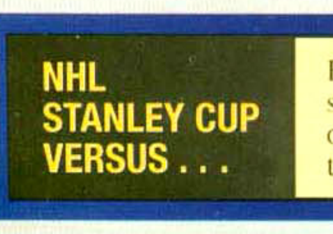
The quest to win the Grail of professional ice hockey, the Stanley Cup, begins again in NHL Stanley Cup from Nintendo!

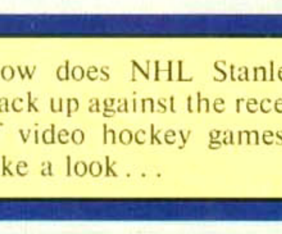
© 1993 Sculptured Software. Licensed exclusively to Nintendo. The NHL shield, NHL team names and logos and Stanley Cup wording are Trademarks of NHL Enterprises, Inc. © NHL 1993. The Nintendo Video Game is an Officially Licensed Product of the National Hockey League.



Live the Season!

What's it like to play 84 grueling, physically demanding, full-contact, high-speed games of hockey in a year? NHL Stanley Cup puts you on the ice, in the player's skates, so you can find out! The only hockey game that uses Mode 7 to create a full 360 degree view of the rink, NHL Stanley Cup is about as close as you can get to actually being there. You'll make the same decisions a real NHL hockey player does; take the same shots, make the same passes, set up the same plays, and give (and take) the same thunderous hits! NHL Stanley Cup is a full feature hockey game with loads of options. You can play against another player or the computer in a full season or single exhibition game. However you play, the on-ice action has never been faster or more challenging!



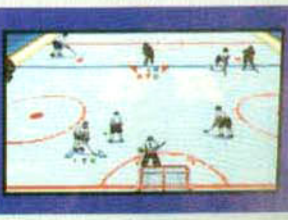


NHL STANLEY CUP VERSUS . . .

How does NHL Stanley Cup stack up against the recent crop of video hockey games? Let's take a look . . .

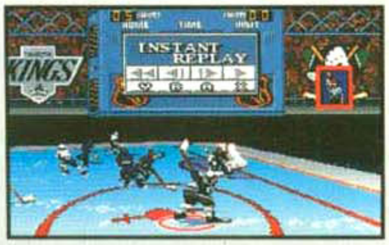
Brett Hull

Accolade's Brett Hull Hockey game has real player names, but no NHL license. Al Michael's voice with the play-by-play is cool. Player graphics are a little small.



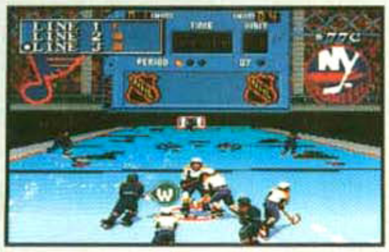
OPTIONS

INSTANT REPLAY



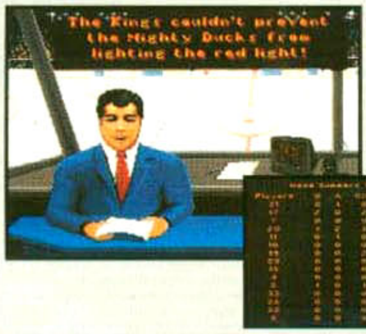
With the puck reaching speeds of 100 miles per hour, blink and you might miss some action! Use the instant replay feature to review all your great goals, sweet passes and awesome body checks!

LINE CHANGES



You can substitute different "lines," or teams of players, as your guys get tired. Changing your lines strategically becomes important when you play a full game with grueling 20 minute periods.

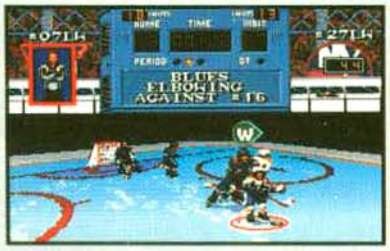
SPORTSCASTER STAT REPORT



The Kings couldn't prevent the Mighty Ducks from lighting the red light!

Between periods, and after the game, the Nintendo Sportscaster will wrap up the stats. In the full season mode, your stats will be saved over the course of the 84 games, and into the playoffs, if you make it!

PENALTIES

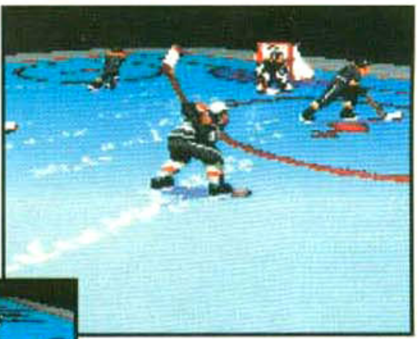


The penalties of real NHL ice hockey are here: roughing, high-sticking, cross checking, and many more. If the refs catch you playing dirty, be prepared to spend some time in the penalty box!

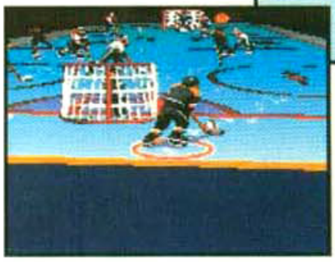
TECH TALK

SKATE AND SCROLL

Mode 7 has been used very effectively in NHL Stanley Cup to provide a realistic view of the hockey rink. On this 3-D rink, the action can rotate and scroll to show the view from any possible position, as if you were actually there!



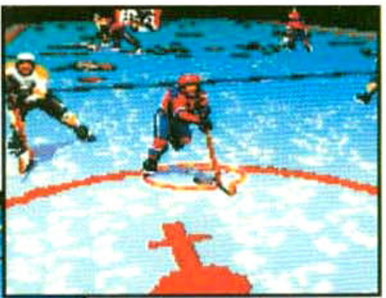
It's as close to virtual hockey reality as you're going to get!



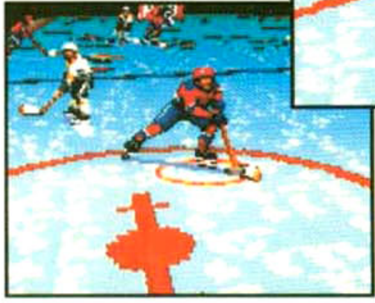
From the blue line to behind the net, the viewpoint changes to show you what an actual player would see.

REALISTICALLY RENDERED PLAYERS!

To create the large, detailed, and realistic players in NHL Stanley Cup, the developers of the game, Sculptured Software, used footage of actual hockey players to guide their designers. The artists took frames from the film and duplicated them in a computer paint program. The result is super realistic animation!



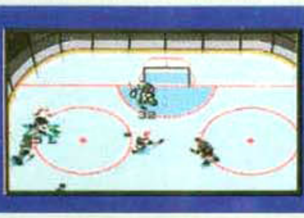
The technique of using actual footage as a guide to animation is also used by some cartoon animators.



Players from the International Hockey League Salt Lake Golden Eagles were filmed as models for the players.

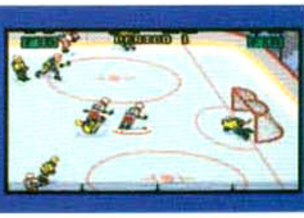
Super Slap Shot

Virgin's Super Slap Shot has lots of stats, but no real players or teams. The action and player art are cartoon-like.



NHL '94

Electronic Art's newest installment in their hockey series has both real players and NHL teams. Game play is much the same as previous versions: small players and no full season.



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Offense	★★★★★
Skating	★★★★
Defense	★★★
Goalie	★★★★

Hartford Whalers®

Offense	★★★
Skating	★★★
Defense	★★★
Goalie	★★

Montreal Canadiens®

Offense	★★★★
Skating	★★★★
Defense	★★★★
Goalie	★★★★★

Ottawa Senators™

Offense	★★
Skating	★★
Defense	★★
Goalie	★★

Pittsburgh Penguins®

Offense	★★★★★
Skating	★★★★
Defense	★★★★★
Goalie	★★★★

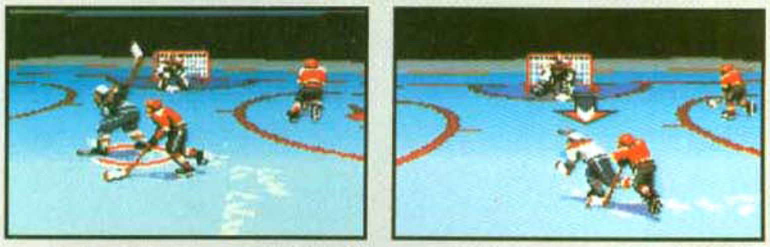
Quebec Nordiques®

Offense	★★★★
Skating	★★★
Defense	★★★
Goalie	★★★

COACH'S PLAY

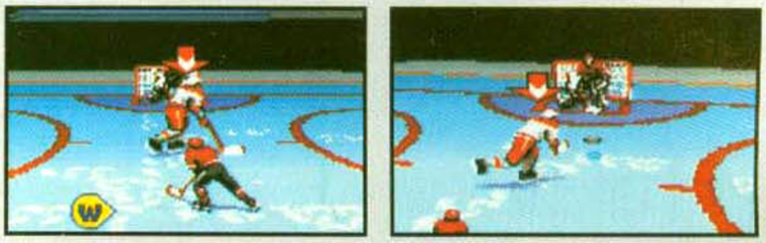
SLAP SHOT

The slap shot is fast and powerful, but takes a little time to set up. Players' accuracy with the slap shot may vary. The best slap shot in the game belongs to St. Louis Blues #16.



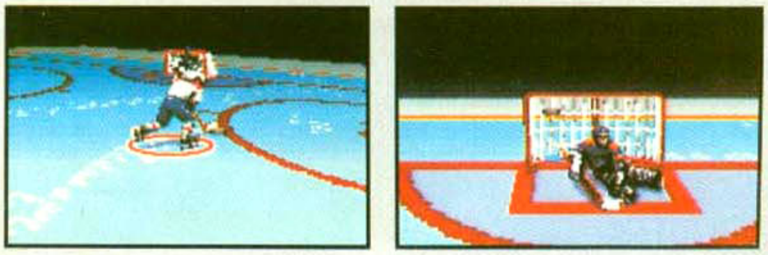
WRIST SHOT

Fast and accurate, the wrist shot is best used as close to the net as possible. Scoring wizards like Buffalo #89 and Pittsburgh #66 are the best with this shot.



BREAKAWAY!

The most exciting play in hockey is the breakaway, where a single player goes up against the opposing goalie. Don't hit a player who has an open course to the goal!



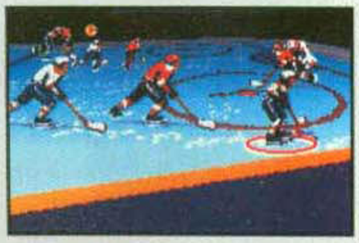
HOCKEY HINTS

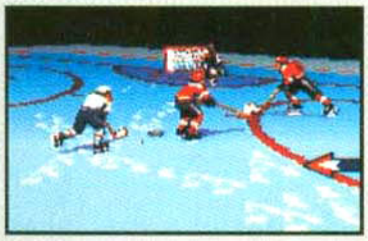
Each team has at least one "star" player. Among the best are Pittsburgh #66, Toronto #93, Buffalo #89 and Detroit #19.

BOOK: OFFENSE

CENTER THE PUCK!

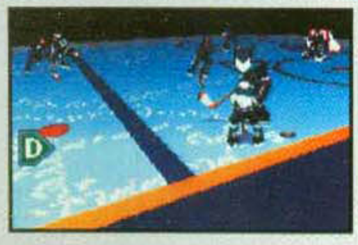
A standard play in hockey is to carry the puck down the side of the rink, and then attempt to pass it to a player in the center of the rink, in front of the goal, for a shot.

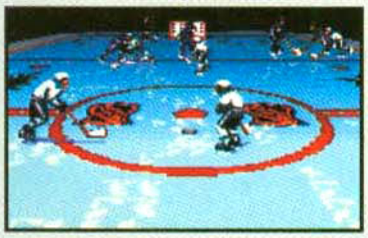




PASS IT BACK

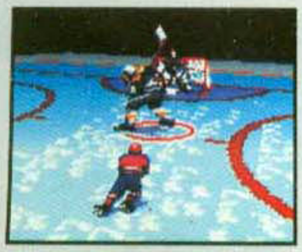
If there isn't an open path into the opposing team's zone, pass the puck back and take another look at the play. Taking the puck through traffic is a good way to lose it.

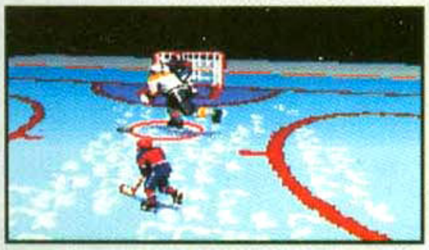




TAKE HIGH PERCENTAGE SHOTS!

Shooting straight at the goalie is usually not a good idea, as the puck will just bounce off his pads. Try shooting from an angle and use the Control Pad to aim the puck.





HOCKEY HINTS

The best goalies in the game are Montreal #33, Pittsburgh #35 and Chicago #30. If you score against them, consider yourself a pro!

EASTERN CONFERENCE™

ATLANTIC DIVISION

Florida Panthers™

Offense	★
Skating	★★
Defense	★★★
Goalie	★★★

New Jersey Devils®

Offense	★★★
Skating	★★
Defense	★★★
Goalie	★★

New York Islanders®

Offense	★★★
Skating	★★★★
Defense	★★★★
Goalie	★★★

New York Rangers®

Offense	★★★★
Skating	★★★
Defense	★★★
Goalie	★★★

Philadelphia Flyers®

Offense	★★★★
Skating	★★
Defense	★★
Goalie	★★

Washington Capitals®

Offense	★★★
Skating	★★
Defense	★★★★
Goalie	★★

Tampa Bay Lightning™

Offense	★★
Skating	★★
Defense	★★★
Goalie	★★★

WESTERN CONFERENCE™

CENTRAL DIVISION

Chicago Blackhawks®

Offense	★★★
Skating	★★★
Defense	★★★★★
Goalie	★★★★★

Dallas Stars™

Offense	★★★
Skating	★★★
Defense	★★
Goalie	★★★★

Detroit Red Wings®

Offense	★★★★★
Skating	★★★★
Defense	★★★
Goalie	★★★★

St. Louis Blues®

Offense	★★★
Skating	★★★
Defense	★★★
Goalie	★★★★

Toronto Maple Leafs®

Offense	★★★★
Skating	★★★
Defense	★★★★
Goalie	★★★★

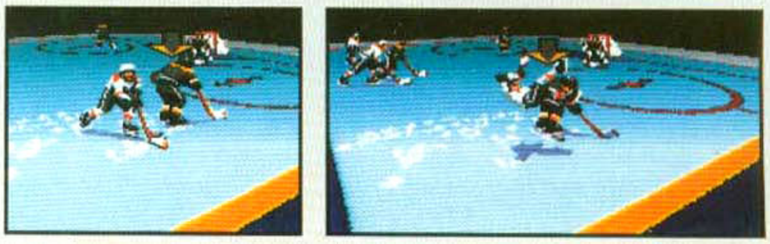
Winnipeg Jets®

Offense	★★★★
Skating	★★★
Defense	★★★
Goalie	★★★

COACH'S CORN

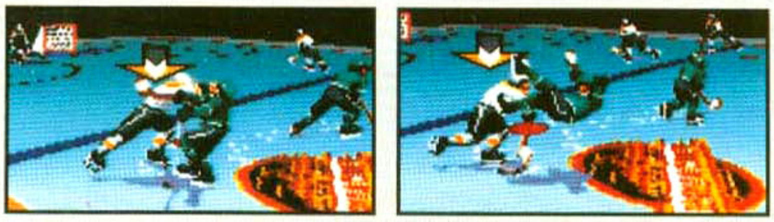
HIP CHECK

The hip check is aimed at throwing your opponent for a spill on the ice. Although it's a little more difficult to do than a shoulder check, it is very powerful!



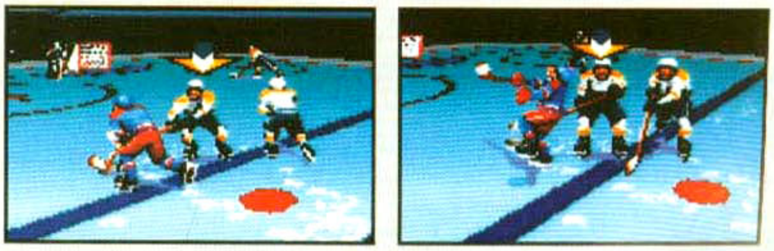
SHOULDER CHECK

A well-placed shoulder check will send the puck handler sprawling onto the ice. It can also send you to the penalty box! Use the shoulder check sparingly to avoid penalties!



POKE CHECK

The best way to steal the puck from an opponent is to use this stick check. Once the puck is loose, chase it down and take possession!



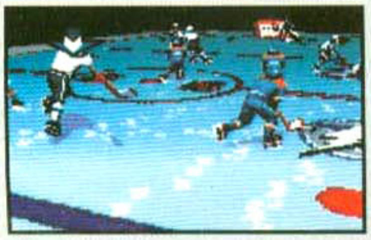
HOCKEY HINTS

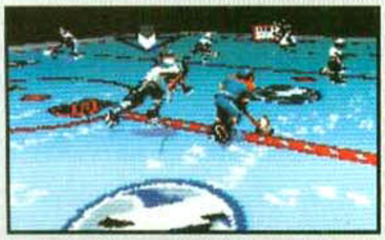
If you are down a man because of a penalty, you won't be called for icing.

ER: DEFENSE

DON'T PLAY CATCH-UP!

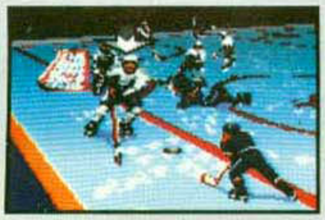
As soon as your opponent gets the puck, think about setting up your defense! Press the A Button to gain control of the defender and meet the puck handler as he enters your zone.

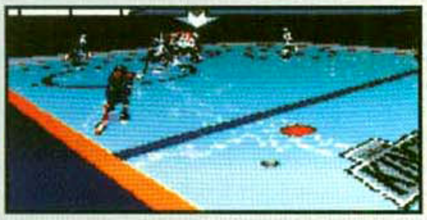




DUMP THE PUCK!

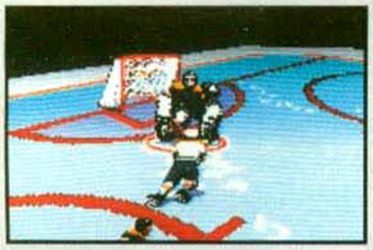
Press the X Button to dump the puck in the direction you are facing. Use this to waste time off the clock or wear down your opponent. This isn't a good shot unless the goal is empty.

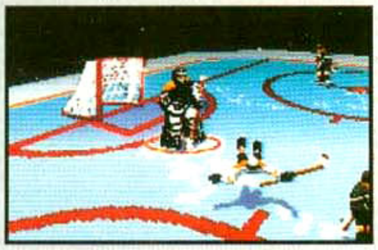


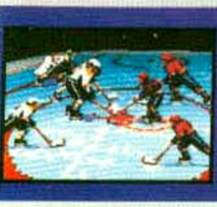


GOALIE CHALLENGE!

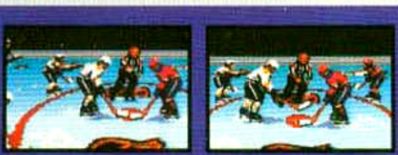
It can be risky to take manual control of your goalie. On a breakaway, however, you can bring the goalie out to challenge the attacking player and knock him out before he takes his shot.







Press the B Button as soon as the ref drops the puck to win the face off.



Some players are better at the face-off than others.

WESTERN CONFERENCE™

PACIFIC DIVISION

Mighty Ducks of Anaheim™

© Mighty Ducks

Offense	★
Skating	★★
Defense	★★
Goalie	★★

Calgary Flames®

Offense	★★★
Skating	★★★
Defense	★★★★
Goalie	★★★

Edmonton Oilers®

Offense	★★
Skating	★★★
Defense	★★
Goalie	★★

Los Angeles Kings®

Offense	★★★★
Skating	★★★★★
Defense	★★★★
Goalie	★★★★

San Jose Sharks®

Offense	★★
Skating	★★
Defense	★★
Goalie	★★

Vancouver Canucks®

Offense	★★★★
Skating	★★★★★
Defense	★★★★
Goalie	★★★

ClayFighter™

© 1993 Interplay Productions
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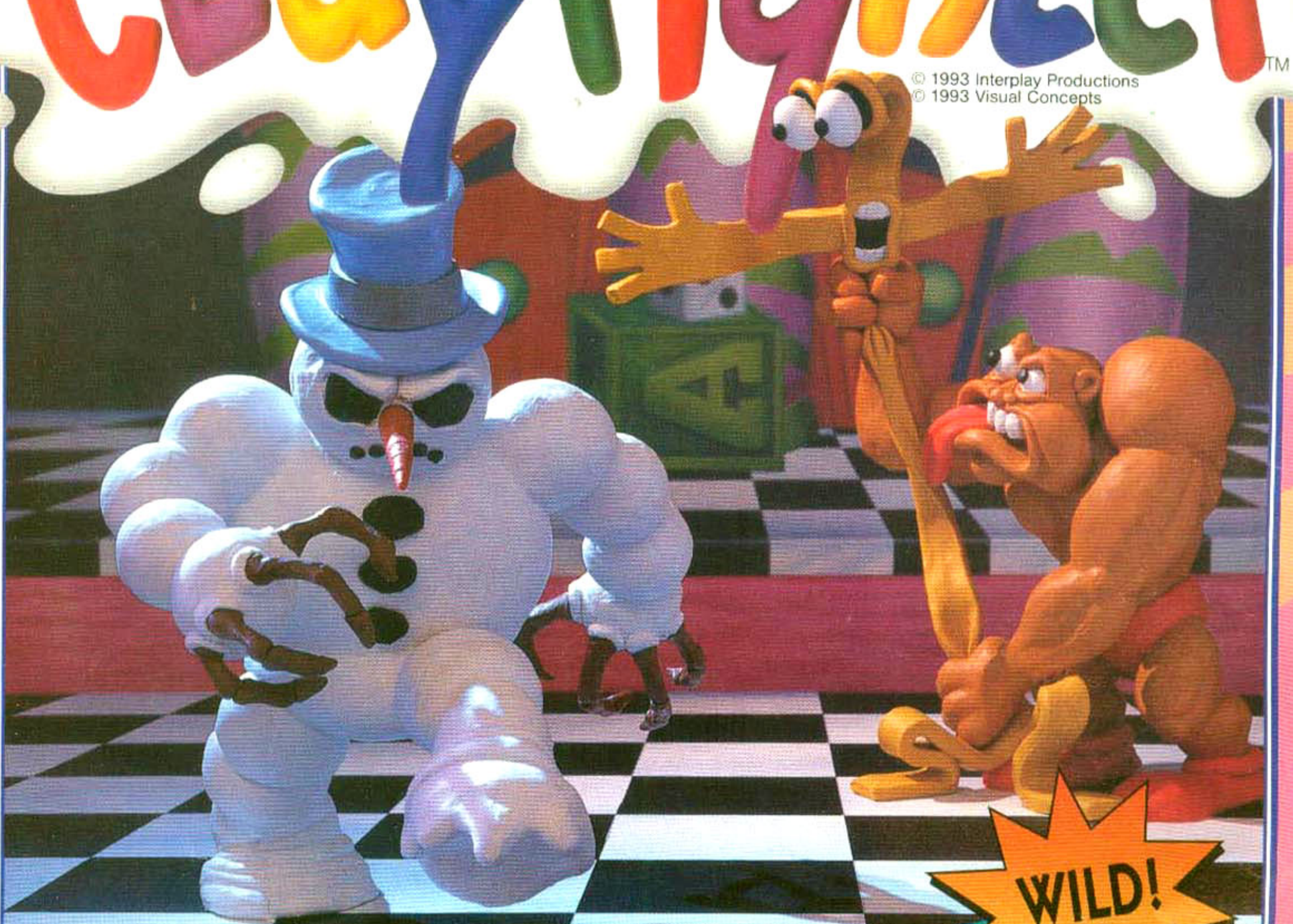
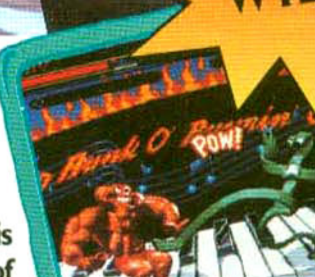
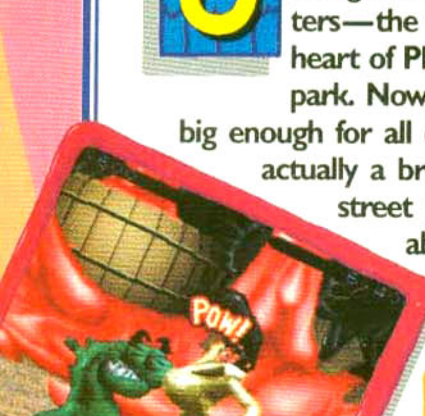
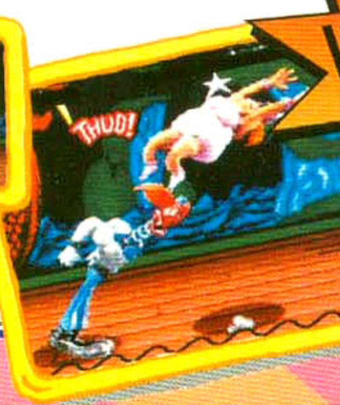


WILD!

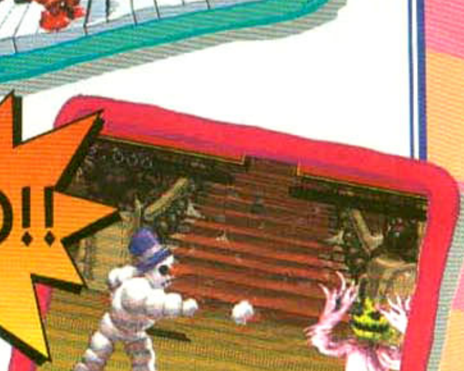


Oozing from a cesspool of radioactive clay, the remnants of a huge meteor form a cast of hilarious malleable characters—the Clay Fighters! The meteor struck right in the heart of Playland, once a thriving circus and amusement park. Now known as Clayland, the park apparently isn't big enough for all of the comical Clay Fighters. Interplay's game is actually a breath of fresh air amidst the recent onslaught of street fighting games. Each comical character has the ability to make you laugh and your opponent cry in his or her own special way!





WEIRD!!



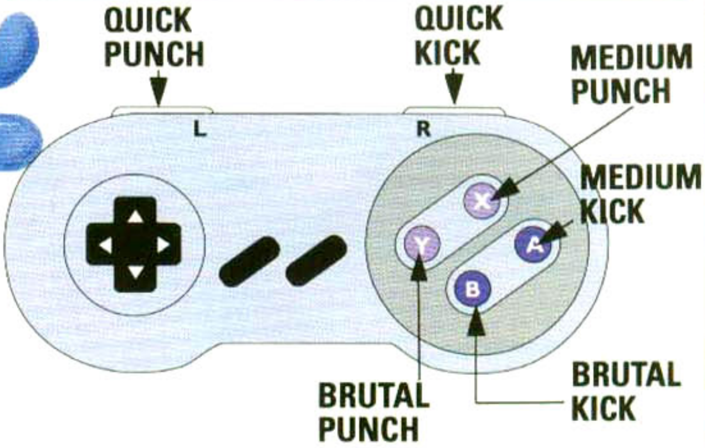
WACKY!!!

CLAYLAND

Muddville's Playland was instantaneously transformed into Clayland when the suspicious purple meteor struck and contaminated the whole place with toxic goo and clay devastation. The place went from being an out-of-business amusement park to an out-of-business amusement park with clay figures beating up on one another! Each fighter has staked out his or her own claim on Clayland and has built it up to suit his or her own needs. There's no telling who will wind up claiming all of the sections of Clayland. It will remain a mystery until *you* decide the outcome!

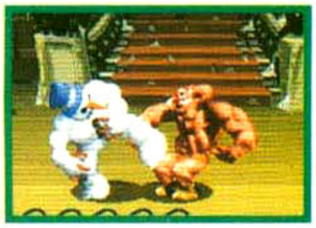
FIGHTING FUNCTIONS

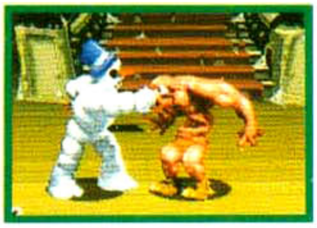
Most street fighting games have an option that allows you to rearrange the Controller functions. The configuration outlined on the diagram to the right is our recommended setup for maximum playing efficiency. The most important thing to remember is to use the configuration that works best for *you*. Experiment.



LIMBS OF CLAY

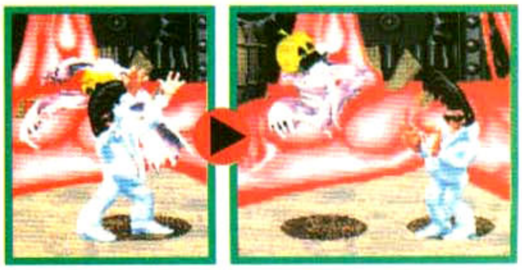
The Kicks and Punches that the Clay Fighters throw range from Quick to Brutal. Quick Kicks and Punches won't do much damage, but because they are quick, you can land several in a short period of time. Brutal Kicks and Punches do the most damage, but can not be thrown repeatedly.





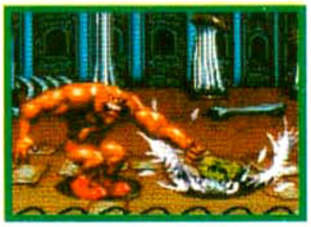
CLAY TOSSES

Tosses, or throw moves, vary from one fighter to the next. Most fighters have the ability to do a throw move, but it depends on the situation that they find themselves in. Throw moves require that you be near your rival. If you can't reach him, you can't throw him! To experiment with these types of attacks, you may want to choose the Vs. Mode and fight against a rival that has no one controlling the character.



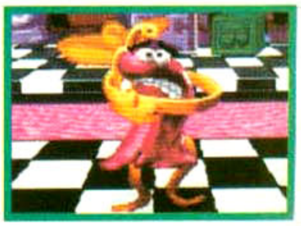
CLOSE ATTACKS

Close attacks vary slightly from normal kicking and punching attack moves. The combinations of moves that you can put together at close range differs, too. At first glance, it may look like the larger fighters may have an unfair advantage over some of the smaller fighters. This is not necessarily true. All of the fighters are fairly evenly matched in the amount of damage they can dish out at close range.

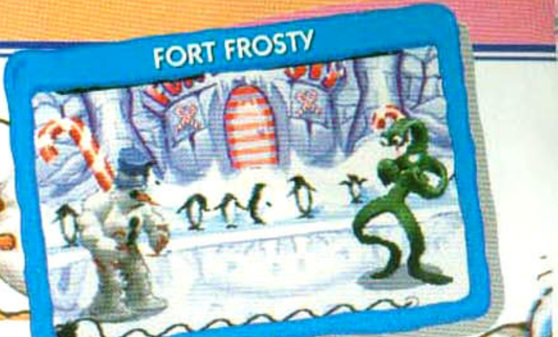


CLAY SHAPING

Hold moves are similar to throw moves in the fact that you have to be close to your opponent to pull them off. When you grab your rival, try to squeeze the clay right out of their pliable physiques. Most of the moves are very funny to watch. The Blob's hold move encases his opponent inside his body and squeezes him that way. Bonker pays tribute to the Three Stooges and delivers repetitive eye pokes.



BAD MR. FROSTY

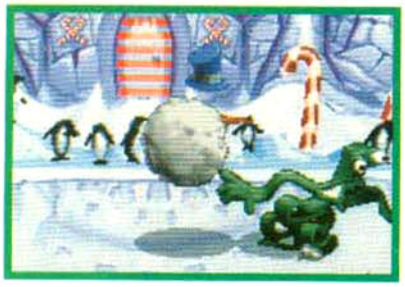


If Bad Mr. Frosty has his way and wins the Clay Fighter tournament, things will get mighty chilly around Clayland. He thrives in sub-zero temperatures. The colder the better. He's bad, he's cool, he's no one's fool. And he shows no mercy whatsoever in battle. Bad M.F. has more bulk than the average Clay Fighter, but that doesn't seem to slow him down!

LIKES: Snow
HATES: Fire
WANTS: Winter
JOB: Snowplow
MOTTO: "Chill"

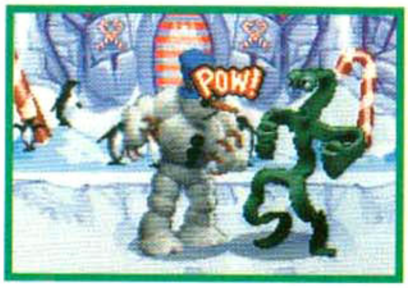
SNOW BALL

Press Away from your opponent for about two seconds and then press Toward plus any of the Punch Buttons to do the Snow Ball move.



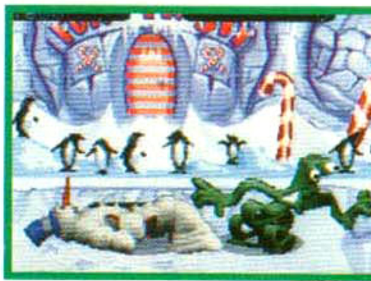
SHOULDER CHARGE

The Shoulder Charge is executed the same way as the Snow Ball attack but don't hold Away for two seconds. It's a very quick move!



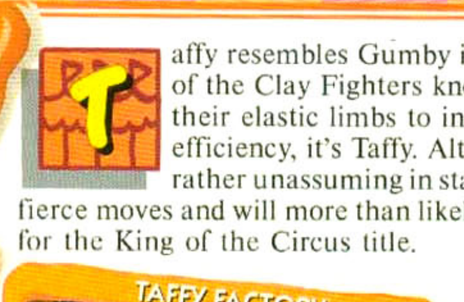
SNOW SLIDE

Press Down, Down/Toward and then Toward plus any Kick Button to quickly slide into or under your shape-shifting rival. Score a hit!



TAFFY

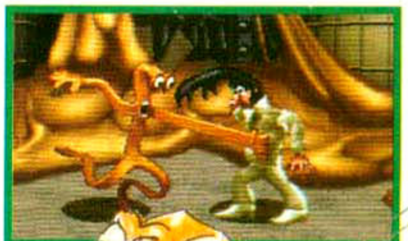
Taffy resembles Gumby in many ways. If any of the Clay Fighters knows how to elongate their elastic limbs to increase their fighting efficiency, it's Taffy. Although very thin and rather unassuming in stature, Taffy has some fierce moves and will more than likely be a top contender for the King of the Circus title.



LIKES: Sweets
HATES: Dentists
WANTS: Candy
JOB: Candyman
MOTTO: "Stretch"

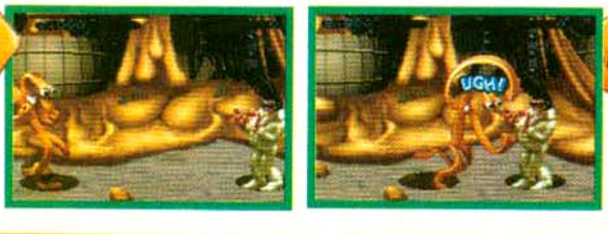
TAFFY WHACK PUNCH

Tap Away twice then press Toward plus any Punch Button for the Taffy Whack. This move has surprising power and moves quite fast.



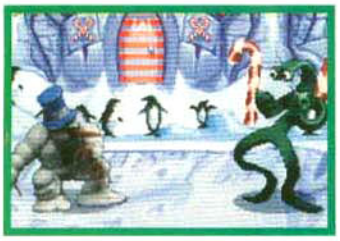
CRUNCH PUNCH

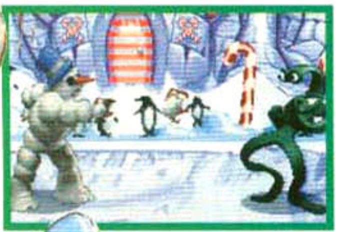
Press the Control Pad Away for two seconds and then press Toward plus any Punch Button to execute a long double-punch attack. If done right, your opponent will be sandwiched by the upper and lower punches.



FROZEN FIST

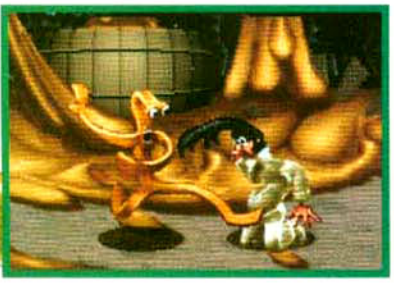
To execute the Frozen Fist special attack, move just like the Snow Slide, but end up pressing a Punch Button instead of a Kick Button.





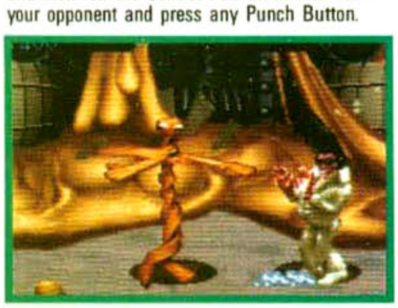
TAFFY WHACK KICK

The Taffy Whack can also be used with a Kick instead of a Punch. Use one or the other depending on your current battle situation.



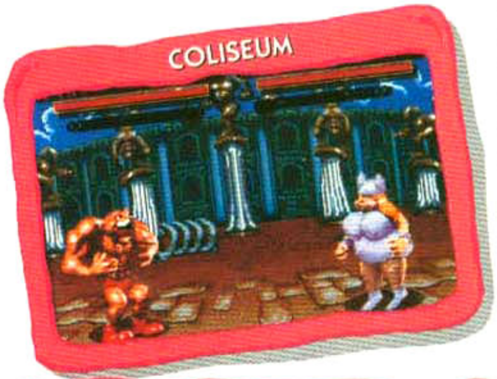
TAFFY TORNADO

Wind him up and watch him go! Press Away and then roll the Control Pad down and Toward your opponent and press any Punch Button.



TINY

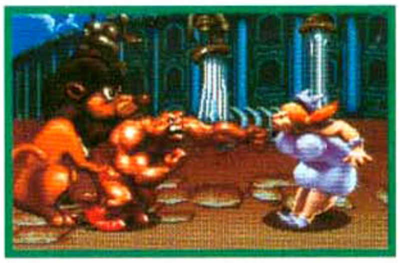
Tiny prides himself on being very muscular. We think it's just creative clay placement, though. Either way, Tiny is certainly a force to be reckoned with. His moves, while somewhat limited in comparison to other fighters, are very powerful. Tiny's ability to come from behind and win is legendary with the Clay Fighting elite.


COLISEUM

LIKES: Color
HATES: Wimps
WANTS: Fights
JOB: Flexing
MOTTO: "Destroy"

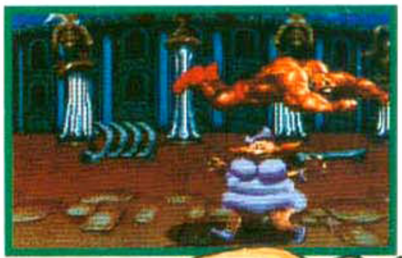
SUCKER PUNCH

A long left jab will occur if you press Down, Down/Toward and then Toward plus any Punch Button. Reverse the motion for a right jab.



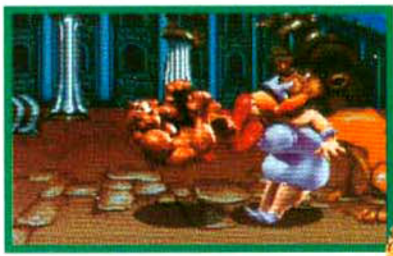
QUICK PUNCH LEAP

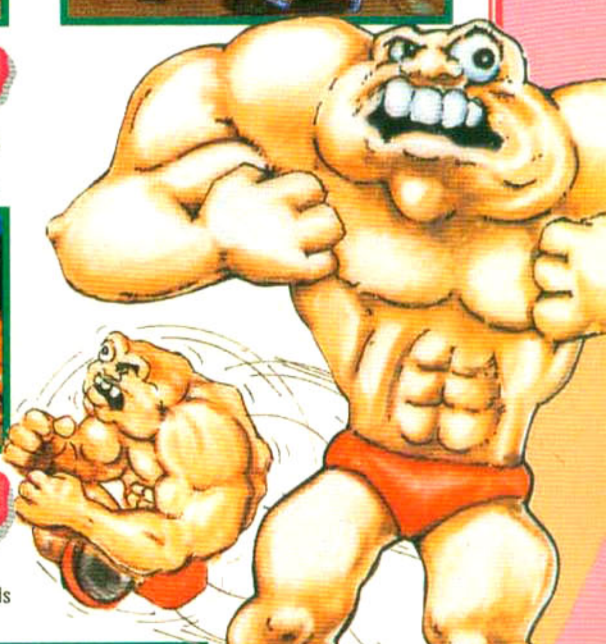
Tiny can oftentimes score two quick hits if you press Up/Toward plus Quick Punch. You can use this move to counter special attacks.



MEDICINE BALL

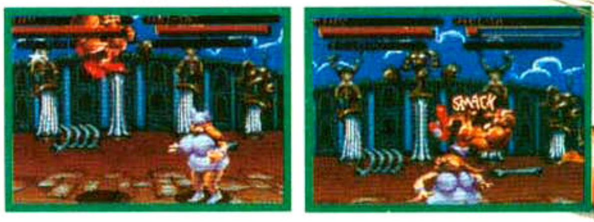
Depending on which Punch Button is pressed, the Medicine Ball spins toward your rival if you press Away and then Toward plus Punch.



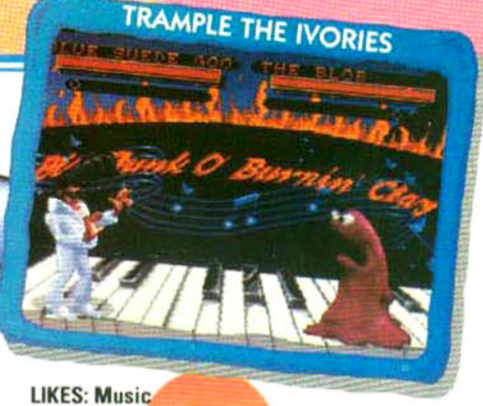


FLYING MEDICINE BALL

A Medicine Ball of a different variety occurs after you press and hold Down for two seconds and then press Up plus any Kick Button.



BLUE SUEDE GOO

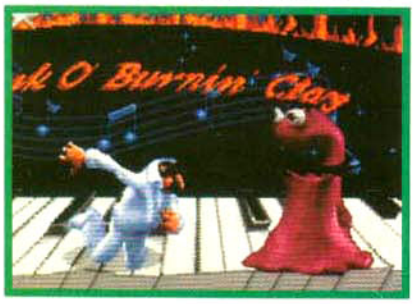

TRAMPLE THE IVORIES

He's not the first Elvis impersonator to show up in a video game, but Blue Suede Goo probably has the most personality and talent. He's also the most conceited, thinking he's the real King. He spends far too much time with his hair.

LIKES: Music
HATES: Helga
WANTS: Guitar
JOB: Musician
MOTTO: "Oh Baby"

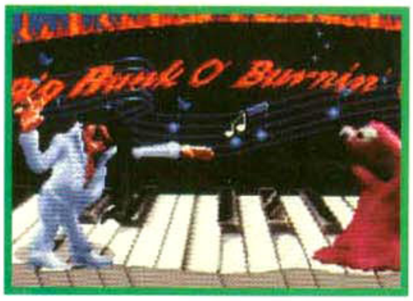
HAIR BLADE

Press Down, Down/Away and then Away plus any Punch Button to send Goo's oily mane flying toward your rival. Split some clay hairs!



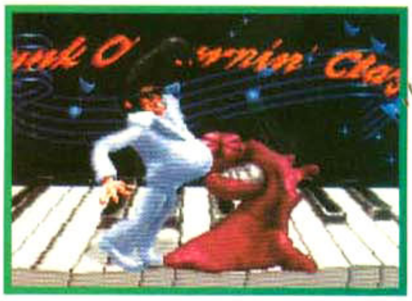
HUMMING ATTACK

The Humming Attack sends a deadly musical note flying toward your opponent. Press Down, Down/Toward and Toward plus any Punch Button.



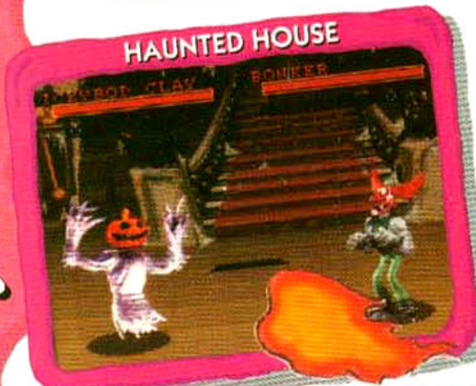
BELLY BUCK

At close range, Blue Suede Goo can thrust his gigantic belly toward his opponent if you press the Button designated as Medium Kick.



ICKYBOD CLAY

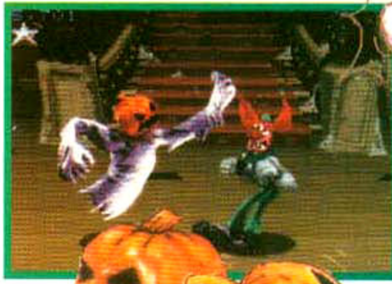
Playland's resident ghost also inherited the supernatural powers of clay when the meteor hit. Now Clayland's ethereal spook is scaring the daylights out of his rival Clay Fighters. Equipped with only a ragged sheet and a jack-o-lantern head, Ickybod Clay fights for the undead.


HAUNTED HOUSE

LIKES: Night
HATES: Day
WANTS: Night
JOB: Fright
MOTTO: "Run"

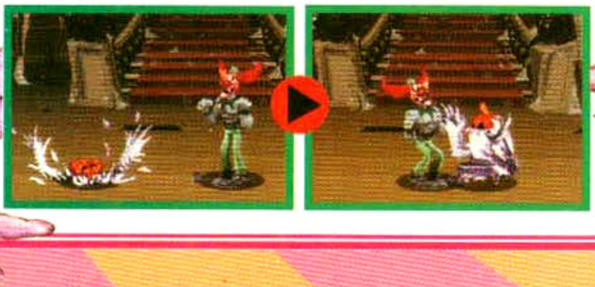
ECTO PUNCH

Ickybod's powerful punch is executed by pressing Toward, Down, then Down/Toward plus any Punch Button. Use it against jumping attacks.



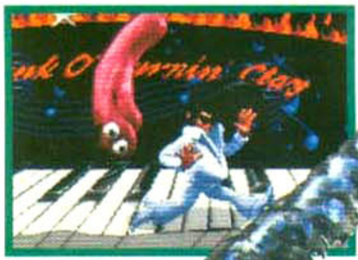
TELEPORT

Ickybod's Teleport is a good move to use to avoid an attack. With our recommended Controller configuration, Press Down then Y plus B to move right. Press Down then L plus R (or Y plus A) to move left.



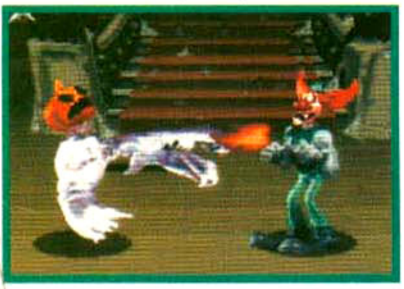
ROCK 'N ROLL THROW

Another move only possible at close range, Goo's throw move can be accomplished by moving in and pressing the Brutal Kick Button.



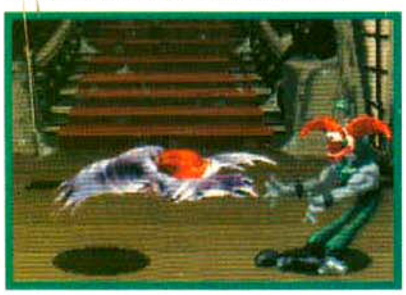
ECTO BALL

His powers blazing, Ickybod unleashes a ball of ectoplasmic energy if you press Down, Down/Toward, then Toward plus any Punch Button.

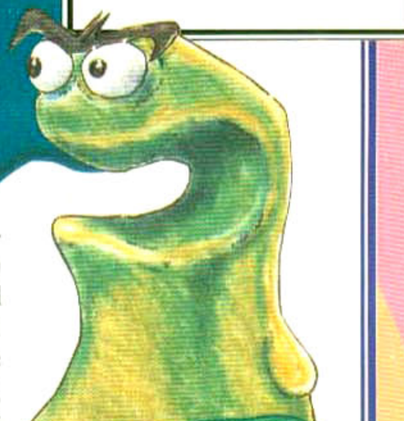


PUMPKIN BUTT

A dynamic move, Ickybod zooms head first toward his rival if you press Away for two seconds then press Toward plus any Punch Button.



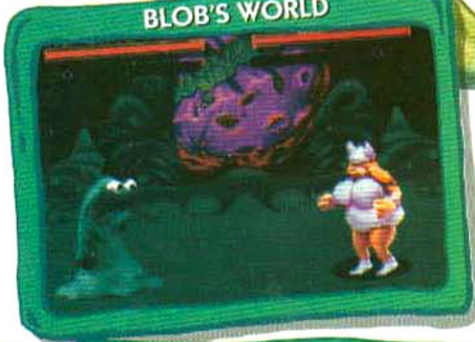
BLOB



Purely evil and highly intelligent, Blob believes that he (it) is the true essence of clay and therefore knows that he will eventually emerge as the King of the Circus. Unbeknownst to him, he's really made up of the remnants, dregs if you will, that were left over from the meteor. Obviously, the versatile goo-jitsu fighting technique fits him very well. Blob can take on many shapes.

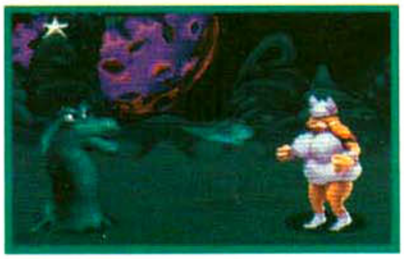
LIKES: Clay
HATES: Hair
WANTS: Clay
JOB: Claymaker
MOTTO: "Bounce!"

BLOB'S WORLD



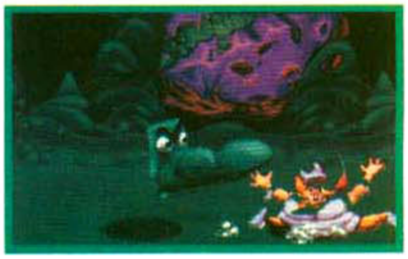
CLAY SPIT

"Pi-tooie!" Press Down, Down/Toward and then Toward plus any Punch Button to make Blob hock a loogie-like wad of clay toward his rival.



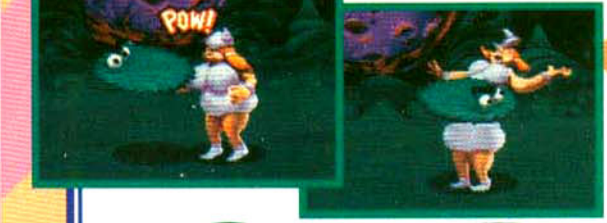
CLAY STOMP

Taking the form of a giant boot, Blob kicks clay if you press Down plus Brutal Kick. You can score two hits if you're close enough.



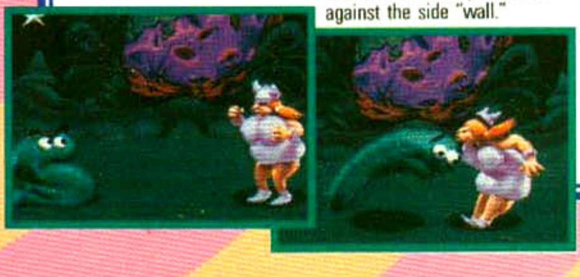
CLAY BLADE

This one hurts! Pressing Away for two seconds and then pressing Toward plus any Punch Button causes Blob to assume the shape of a saw blade and slice toward his rival. This move often scores multiple hits and should be used often.

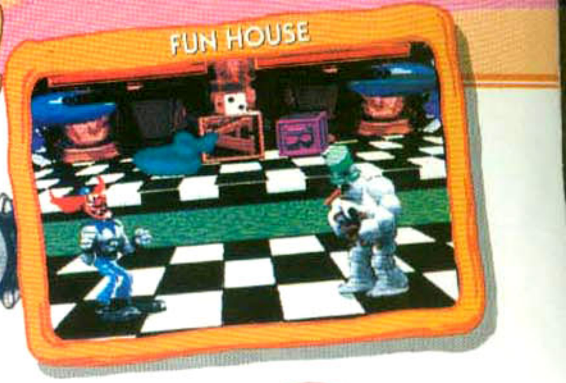


ROLLING CLAY PUNCH

Blob can coil himself up, spring forward and score several hits if you press Down, Down/Away and Away plus any Punch Button. The Rolling Clay Punch is best used if your opponent is stunned and is positioned against the side "wall."

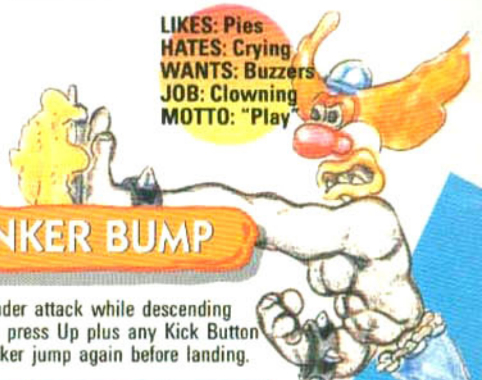


BONKER



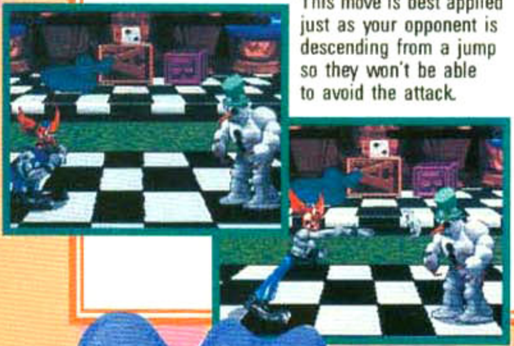
Bonker was once a friendly circus clown, but when the meteor hit, he was caught by the blast of clay and was transformed into a Clay Fighter. He couldn't bring himself to leave Playland, even after it had gone out of business. Ultra-confident, Bonker uses the same clown tricks that used to make people laugh to fight off the other clay combatants. Bonker is a very "active" fighter. He is quick and uses many different moves.

LIKES: Pies
HATES: Crying
WANTS: Buzzers
JOB: Clowning
MOTTO: "Play"



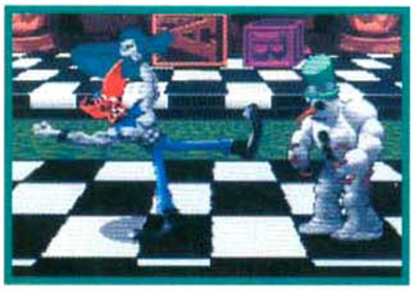
FLYING PIE

Press Down, Down/Toward and then Toward plus any Punch Button for the Flying Pie move. A clay pie will be hurled at your opponent. This move is best applied just as your opponent is descending from a jump so they won't be able to avoid the attack.



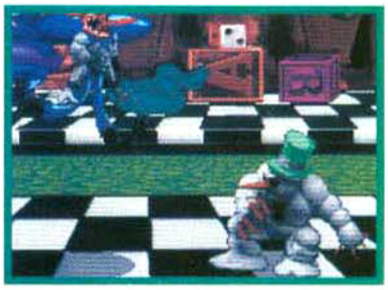
CUTTING CARTWHEEL

Press Away for two seconds and then press Toward plus any Punch Button to make Bonker spin toward his rival in cartwheel fashion.



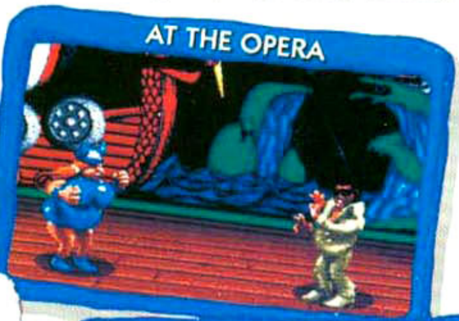
BONKER BUMP

If you are under attack while descending from a jump, press Up plus any Kick Button to make Bonker jump again before landing.



HELGA

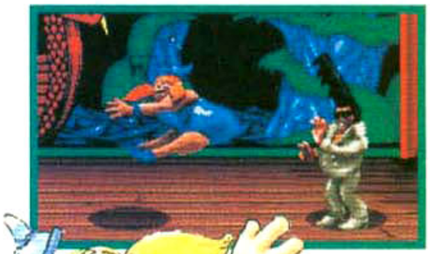
The title of Valkyrie was given to Helga by the Norse god Odin. Valkyrie designates a maiden who transports souls of slain warriors to Valhalla. Heck with that! Helga has her own mission: to slay some major clay! A warrior of the robust variety, Helga loves to use her impressive girth, especially during her Valkyrie Ride attack. More pounds equal more power. This certainly ties into Helga's motto!



LIKES: Food
HATES: Salad
WANTS: Cookies
JOB: Singer
MOTTO: "Eat!!!!"

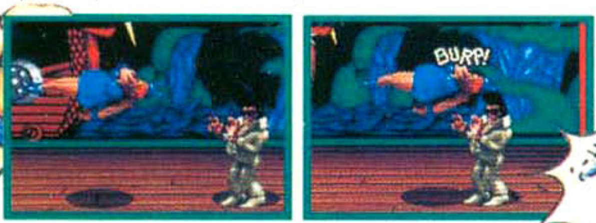
VALKYRIE RIDE

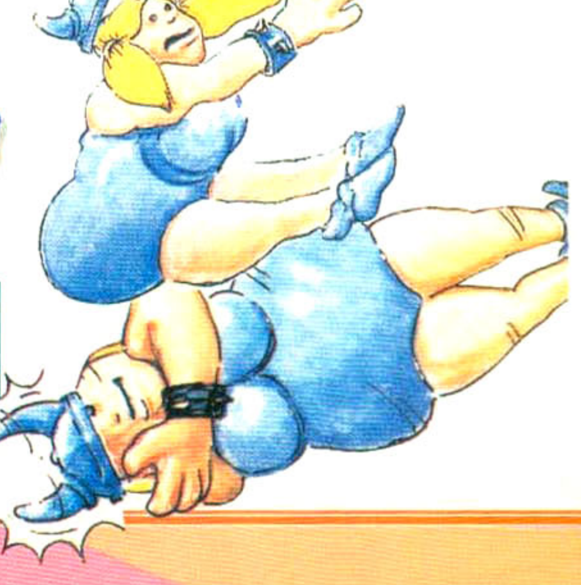
Hold Away for two seconds, roll the Control Pad down and around Toward your rival and press any Kick Button to do the Valkyrie Ride.



VIKING RAM

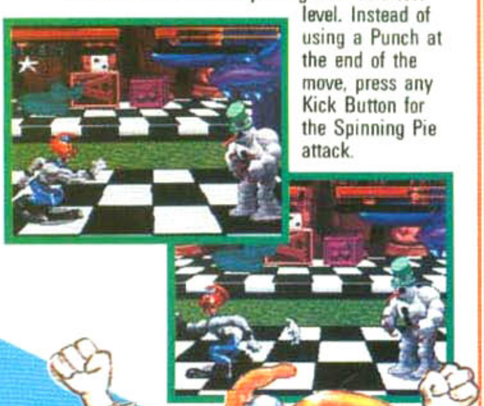
Pressing Down, Down/Toward and then Toward plus any Punch Button causes Helga to fly into the air and spin as if she's a pig on a spit. Her spiked helmet does damage as she crashes into her rival.





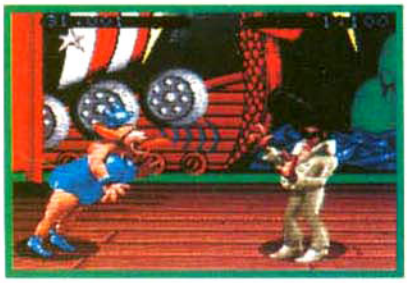
SPINNING PIE

A variation of the Flying Pie attack, the Spinning Pie move sends a clay missile flying toward Bonker's unsuspecting rival at a low level. Instead of using a Punch at the end of the move, press any Kick Button for the Spinning Pie attack.



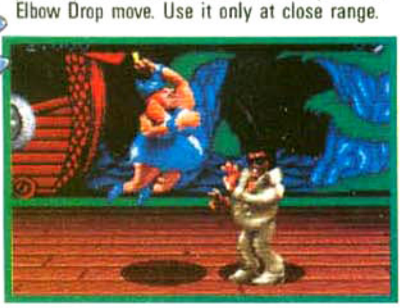
SINGING ATTACK

This move is just like the Valkyrie Ride, but instead of a Punch Button, press any Kick Button at the end of the Controller motion.



ELBOW DROP

Press Down, Down/Toward and then Toward plus any of the Kick Buttons to do the powerful Elbow Drop move. Use it only at close range.



THE MAKING OF CLAYFIGHTER

The mystery is solved! The Clay Fighters didn't really come from meteor remains, they were created in an art studio! Kinda blows the whole mystique, huh? Well, anyway, we thought you'd enjoy seeing behind the scenes, into the virtual gruntworks of how Clay Fighter came to be. Interplay worked closely with Visual Concepts to produce the game, but Danger Productions, a growing company in Brisbane, California, was responsible for the modeling of the Clay Fighter characters. There were several different types of clay used in the modeling processes. For example, because Taffy is so thin, the type of material used to construct him had to be stronger than simple, ordinary clay. On the other hand, a character like Blob could be molded out of a simpler type of clay. Initially, ideas were tossed around about what kind of characters should be in the game. It finally came down to eight main clay competitors. Some characters required more modeling than others to capture all of their planned movements. There were approximately 70 different Blob models made! The actual process of constructing the characters and capturing their various positions in digital form took only a few months, but the real work came in translating those images into the moving characters you see kicking clay in the video game. A video camera routed through an Amiga computer running a graphics editor program captured the images digitally. Those images were combined and animated so the moves could all flow together. All the work was worth it–the animations really lend themselves to the game play!

CLAY MAKING

DETAILS, DETAILS

FREEZE FRAME!

CAPTURING IMAGES

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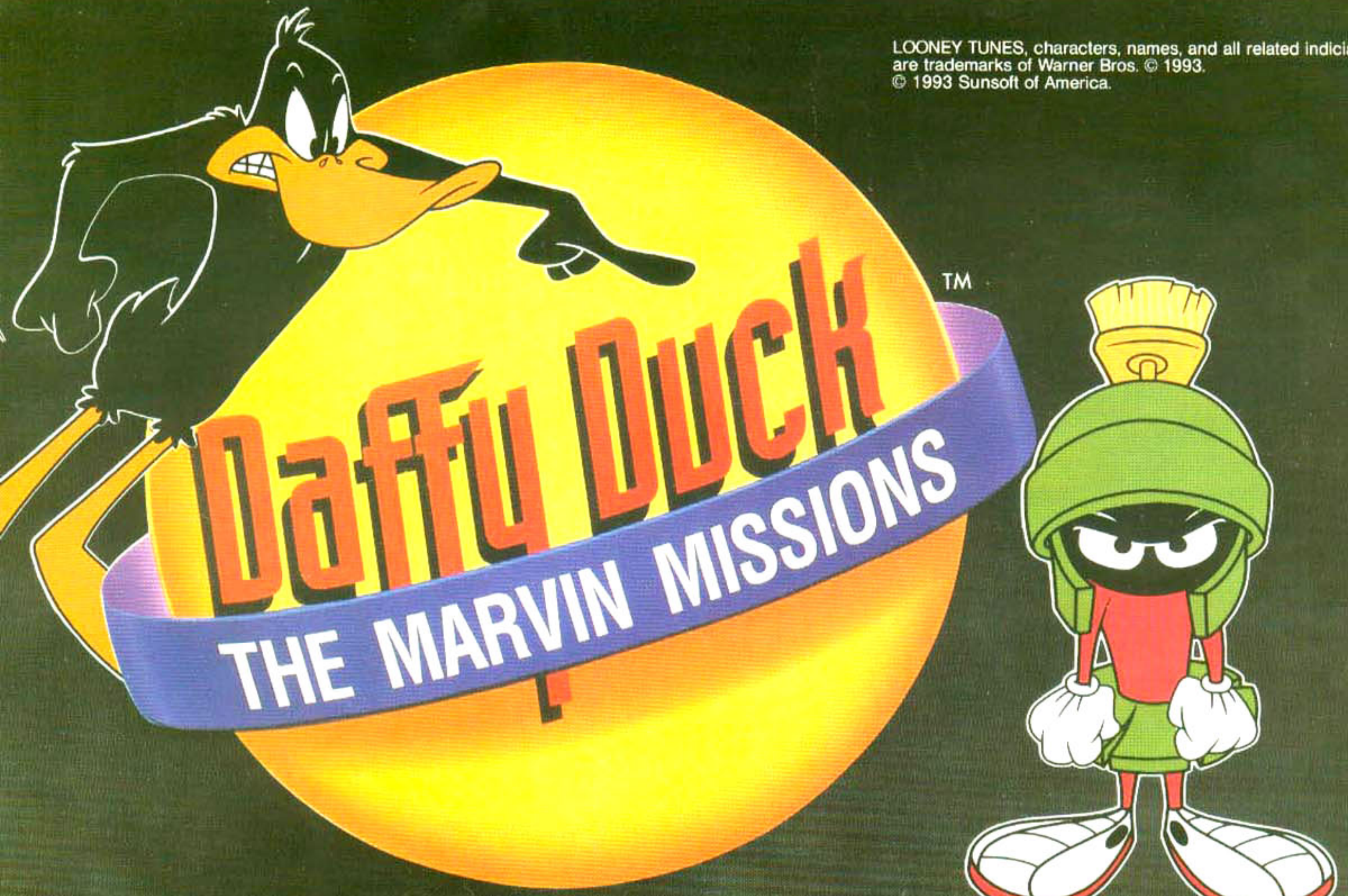
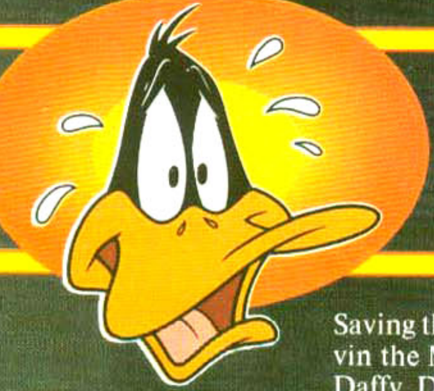
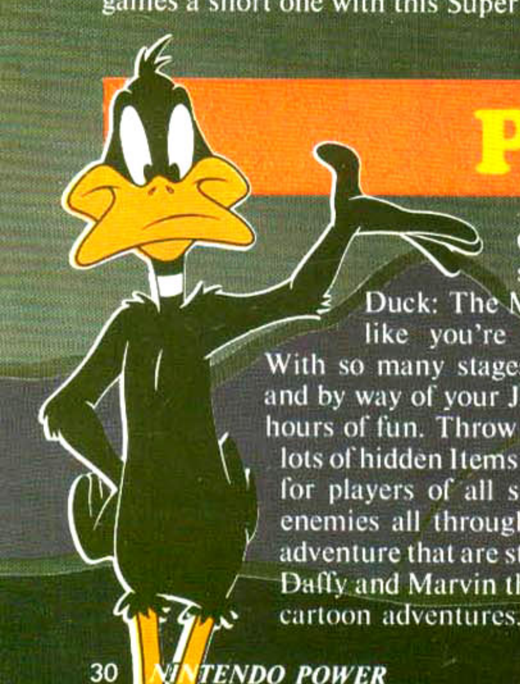


Daffy Duck™ THE MARVIN MISSIONS



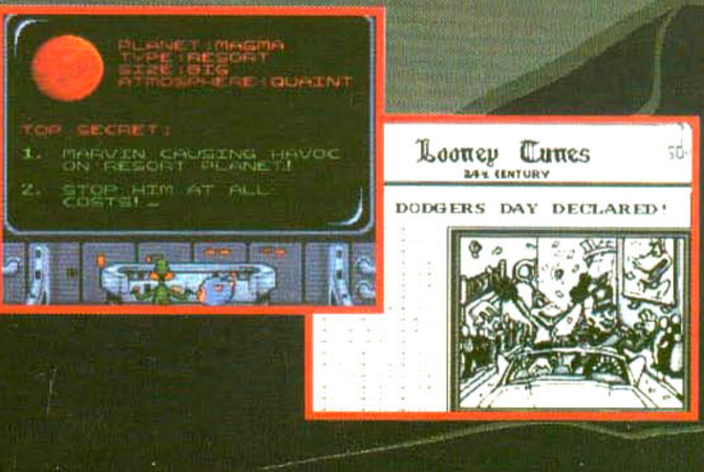
DUCK DODGERS TO THE RESCUE!

Saving the galaxy from Marvin the Martian is hard, but Daffy Duck is determined to do it. Sunsoft has made the jump from cartoons to video games a short one with this Super NES adventure. Using ACME weapons, Daffy will need your help getting out of some pretty feathery situations. You must rescue galactic ambassadors, stop waves of instant Martians, and destroy the P-38 Space·Modulator. These challenges await the greatest super hero in the world, Duck Dodgers!



PRETTY COOL ●●

Crisp graphics and sound make Daffy Duck: The Marvin Missions feel like you're playing a cartoon! With so many stages to explore on foot and by way of your Jet Pack, this game is hours of fun. Throw in five weapons and lots of hidden Items to ensure enjoyment for players of all skill levels. You face enemies all through this space-blasting adventure that are straight out of some of Daffy and Marvin the Martian's greatest cartoon adventures.



PLANET:MAGMA
TYPE:RESORT
SIZE:BIG
ATMOSPHERE:QUAINT

TOP SECRET:

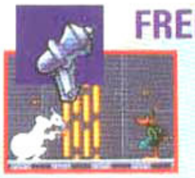
1. MARVIN CAUSING HAVOC ON RESORT PLANET!
2. STOP HIM AT ALL COSTS!_

Looney Tunes 50
24th CENTURY

DODGERS DAY DECLARED!

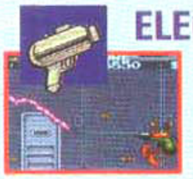
ACME WEAPONS SHOP

You'll need weapons to defeat the fiendish Marvin the Martian, so why not use the best? That means ACME brand weapons. (Didn't Wile E. Coyote have some problems with ACME products?). Here at the weapons shop you can buy anything you need, from weapon Power-Ups to extra lives and Continues. Remember, the more expensive an Item is, the better it is for you, so spend your money wisely!



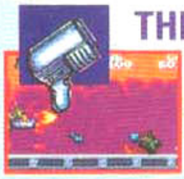
FREEZE GUN

Give an alien a cold shower with this gun. It'll stop 'em in their tracks. Watch out, they thaw out quick.



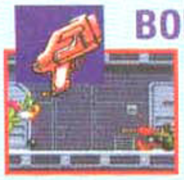
ELECTRICITY GUN

What a shock! This gun will do really heavy damage, but don't count on hitting everything that you aim at. OUCH!



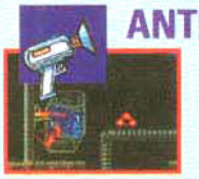
THREE WAY GUN

Next to the Anti-Matter gun, it's the best gun ACME makes. Three shots at once make bosses very easy to dispose of.



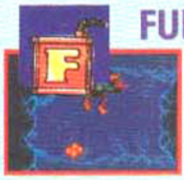
BOMB GUN

Do heavy damage to meddling Martians by shooting time bombs at them. CAUTION: The bombs can bounce back and hurt you.



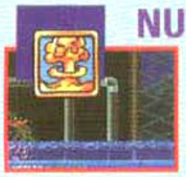
ANTI-MATTER GUN

It sounds good, it is good! This is the best gun money can buy. Use it when you come face-to-face with Marvin.



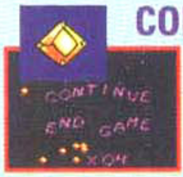
FUEL

Something that every flying duck needs! Fill your tank every time you visit the ACME Weapons Shop. Happy flying!



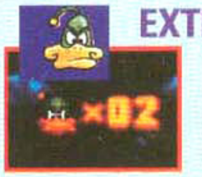
NUTTY ATTACK

Woo! Woo! Fly around the room in a blaze of feet and feathers, doing heavy damage to all that get in your way.



CONTINUE GEM

This gem is worth its weight in gold and hard to find. If you can't find them, buy them at the ACME Weapons Shop.



EXTRA LIFE

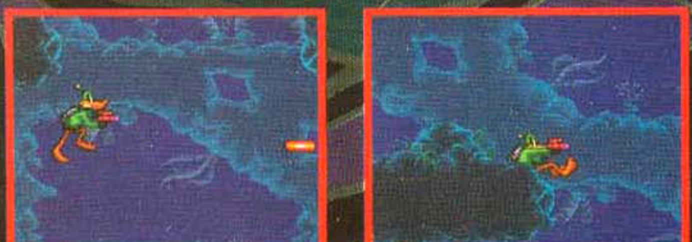
The most expensive Item ACME carries. A good purchase when you can't find any Continues and you're low on lives.

ATTACK TIPS

The indubitable Duck Dodgers has a bunch of weapons at his disposal, which there are a lot of different methods to defeat the minions of Marvin the Martian. Here are the basic tactics that will help you put an end to his evil doings. The shield is an indispensable tool when fighting the big green aliens. It blocks most alien shots and lava rocks, too! If you're low on lives and surrounded by bad guys, use the Nutty Attack. Though few and far between, this attack will get rid of the bad guys in a flurry of feet and feathers. Good Luck!

GUN FORCE

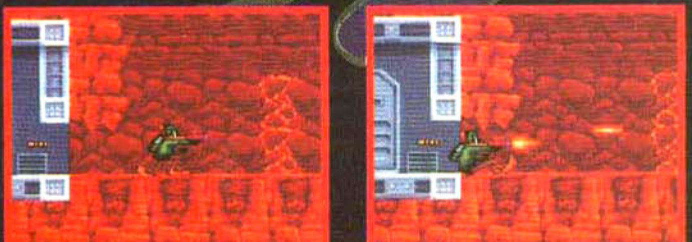
Anytime you fire a gun, watch where you are standing! The force of the shot will push Daffy off cliffs and into lava pits. This can be helpful when you are trying to guide Daffy through tough jumps and small gaps.



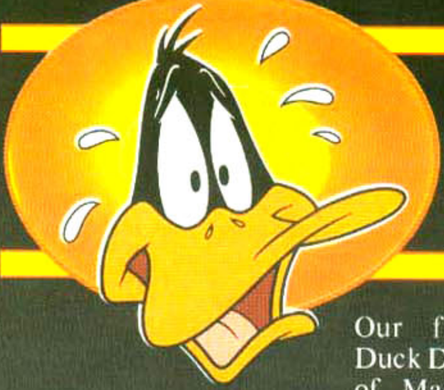
While standing next to the overhang, Daffy should face away from the ledge. After jumping up fire your Blaster to be carried back onto the ledge.

DUCK & SHOOT

Martians aren't too flexible and can't, or won't, hit you if you duck, but you can shoot at them. This is a big help when you're up against aliens like the Lava Men too. Use this tactic to beat some mini-bosses.

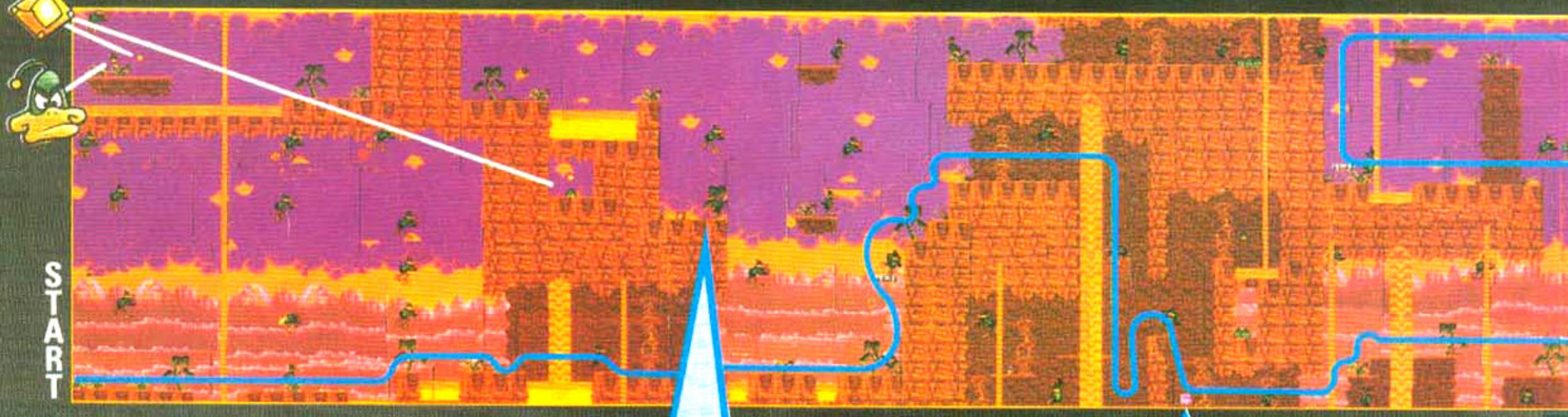


When you duck down and shoot you will end up in a sitting position. This is a good stance to blast the aliens from, as most shots will go right over your head.



WHERE THERE'S DUCK THERE'S FIRE

Our first mission finds Duck Dodgers on the planet of Magma searching for Marvin and the abducted ambassadors. Watch out for the scorching lava pools and flying lava rocks. On this planet, cacti pack a real punch and there are even bad guys hiding in the walls. Your Jet Pack and Shield are going to see lots of action in this vacation hot spot.

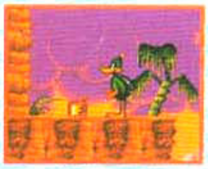


HIDDEN STUFF

The key to this area is finding all the hidden Items. There are continues, lives, money and weapons to be found. Use your Jet Pack wisely to reach the hard-to-find Items.

SAVE FUEL

Conserve fuel on your way over the top here. If you are low on fuel when you return, grab the fuel can on this ledge to keep going.



CONTINUE GATE

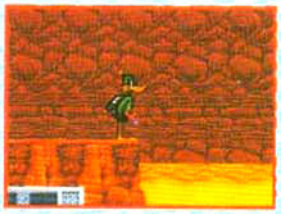
These gates mark your progress throughout each level. Hit them to ensure that you don't go back to the start when you get defeated later in the level.

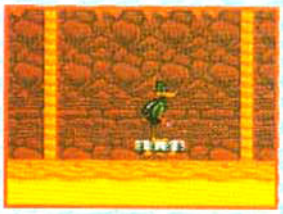
PART TWO

Welcome to the main area of the resort. Martians have overrun the place and are hiding in the hallways. Marvin is holding some hostages in the sub-basement, so go down the elevators to save them. Be sure to explore all the passageways to find the many Items that have been left behind by the fleeing guests.

WAIT AND RIDE

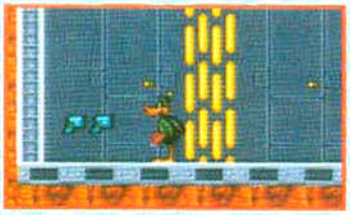
Here at Lava Lakes Pleasure Resort they don't have any stairs, they have the best elevators around. But Marvin the Martian has taken the place over. It is best to use the elevators rather than your Jet Pack to get around. To defeat Martians standing around the elevators, just shoot at them while riding the lift up and down. The other guests left a number of valuable Items in the elevator shafts on their way out, so be on the lookout.





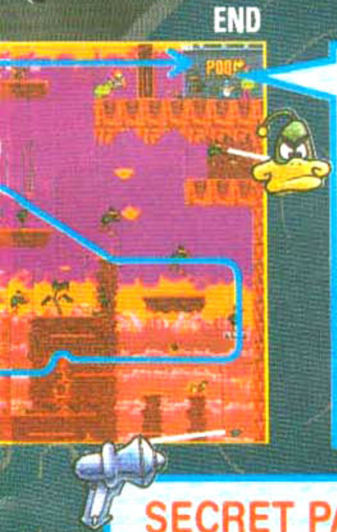
MANY ITEMS

Throughout this section of the game there are Power-Ups and other Items to be found. Be sure to explore every level of the hotel to find all the goodies that have been left behind. There is a Juice Glass at the top of the first elevator—can you make it that far?



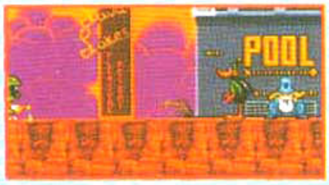
PART ONE

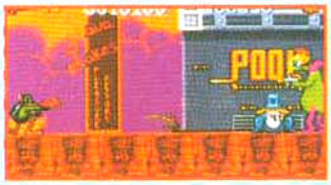
Welcome to the fabulous resort planet of Magma, where the cool people come to heat things up! You need to work your way up and to the right to find the entrance to the amazing Lava Lakes Pleasure Resort. Among the Items that are hidden here in the first area are; a continue gem, an extra life, and some moneybags. Keep in mind that your primary goal is to rescue the ambassadors.



BATTLE ON

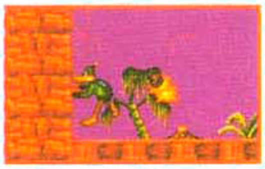
Looks like the Martians have you surrounded! Defeat these two green meanies and you'll get into the hotel where Marvin is hiding. The Freeze Gun will be useful in this fight, keeping you from becoming the main course at a Martian feast. Use your Shield and Blaster once you cut their numbers in half.

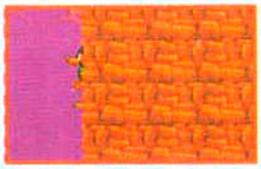


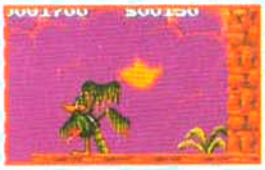


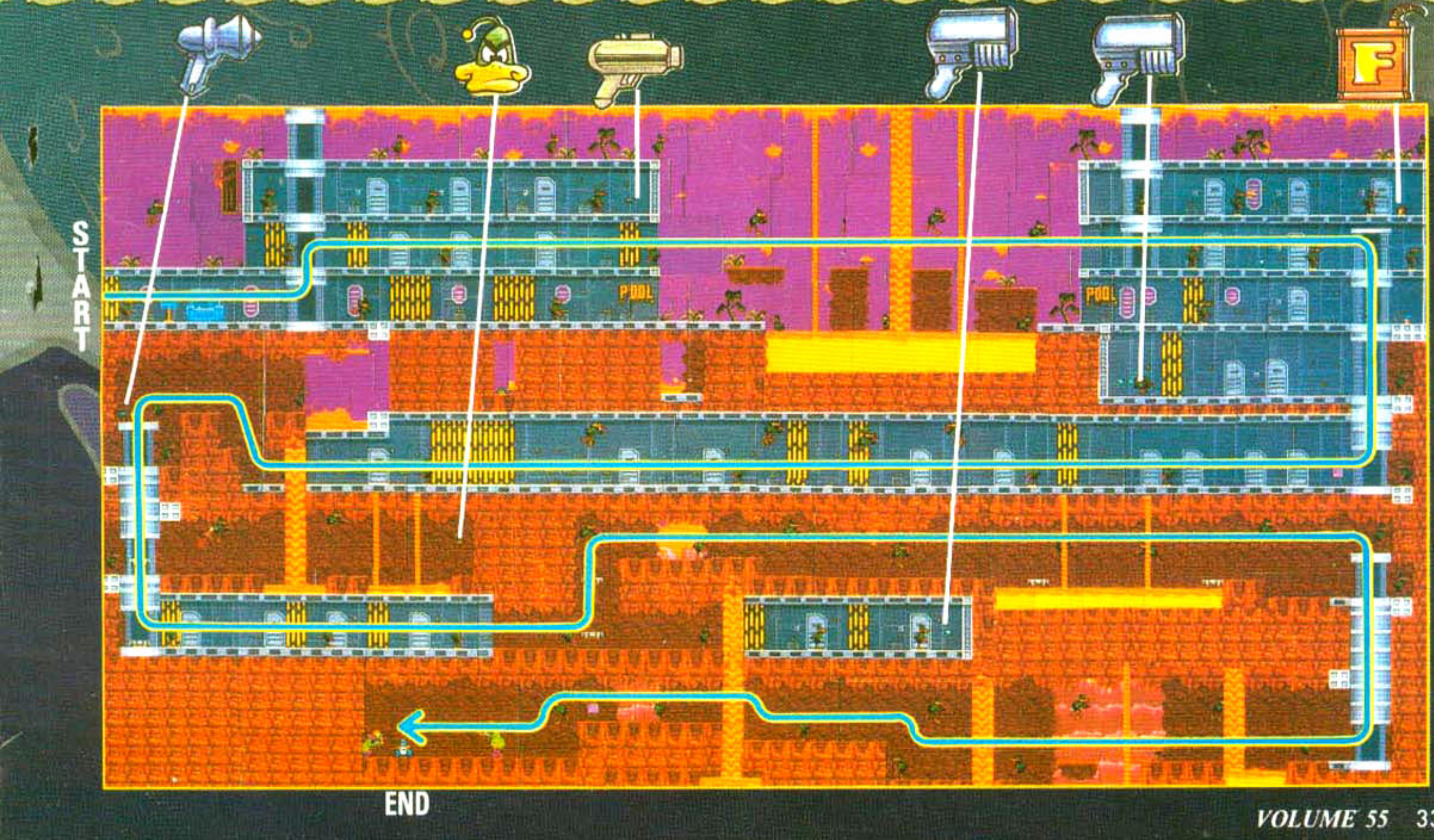
SECRET PASSAGES

The passages are hidden in the walls, just like in Death Valley Rally. Jump up and press towards the wall to find these hidden wonders.



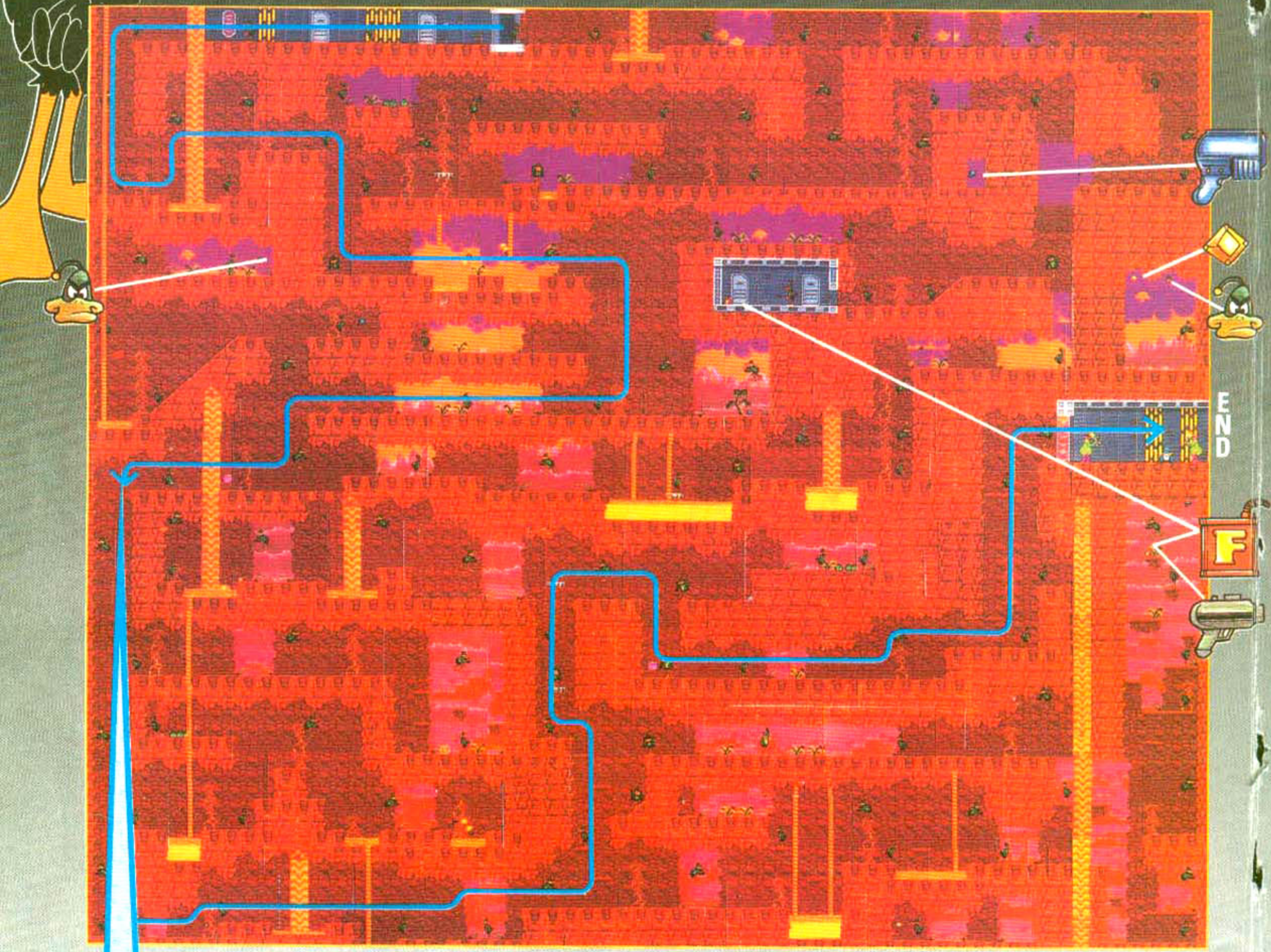






PART THREE

You have now reached the deepest sub-basement of the resort. Marvin can't be far away now. There are a lot of Lava Men and big green Martians down here so be careful. In order to finish this area you'll have to defend yourself with your Shield and use your special weapons against these guys. When you get to this area it is a good idea to have most, if not all, of your Fuel left. There are even more moneybags and Power-Ups down here.

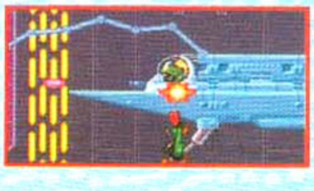


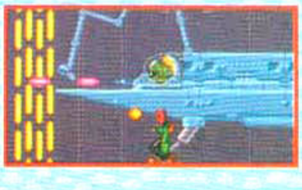
FUEL ANYONE?

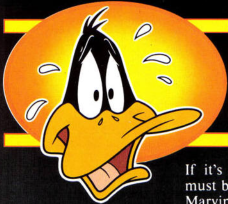
A full Fuel bar will help right here. The only way to get the stuff up here is by using your Jet Pack. There are a couple of different caverns to explore and it will take a bunch of Fuel to find the Nutty Attack, MoneyBags, and Power-Ups in this area. Good luck and happy flying!

MENACING MARVIN

You found Marvin, now get rid of him! Make sure you have a few special weapons when you reach him in his escape ship. Kneel down under his seat and shoot straight up, that will get rid of him in a hurry. Once he brings out the big gun, use the Shield and keep blasting away.

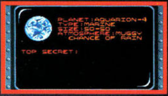






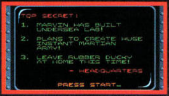
20,000 MARTIANS UNDER THE SEA

If it's wet and muggy, it must be planet Aquarion-4. Marvin has millions of instant Martians (just add water) that he plans to unleash on the galaxy. It is a good thing that Daffy's a duck, there's loads of swimming on this planet. The Jet Pack works in water so be sure to top off the tanks before diving in. Since you're in a water world, the movement is a little weird. The fish here aren't exactly friendly, they want Daffy for dinner!



PLANET:AQUARION-4
TYPE:MARINE
SIZE:50-50
ATMOSPHERE:MUGGY
CHANCE OF RAIN

TOP SECRET:



TOP SECRET:

1. MARVIN HAS BUILT UNDERSEA LAB!
2. PLANS TO CREATE HUGE INSTANT MARTIAN ARMY!
3. LEAVE RUBBER DUCKY AT HOME THIS TIME!

- HEADQUARTERS

PRESS START_

DUCK DROWNS MARTIAN PLAN!

PART TWO

Welcome to the ocean on Aquarion-4. Moving around in the water is strange, all your actions will be exaggerated so be very careful. Watch for angry fish and scuba diving Martians who really want you to stay down here. Your Jet Pack will be a big help down here as well.

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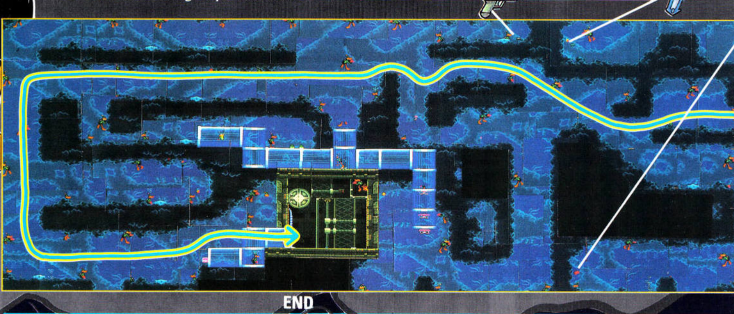

GEAR UP

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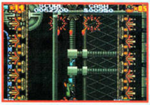

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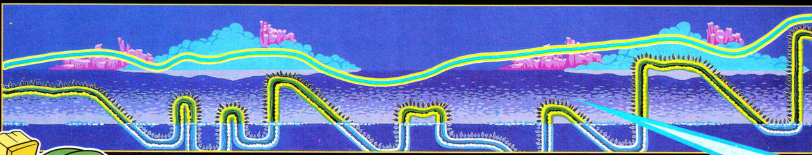

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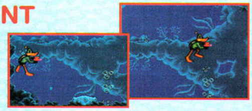
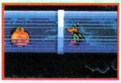
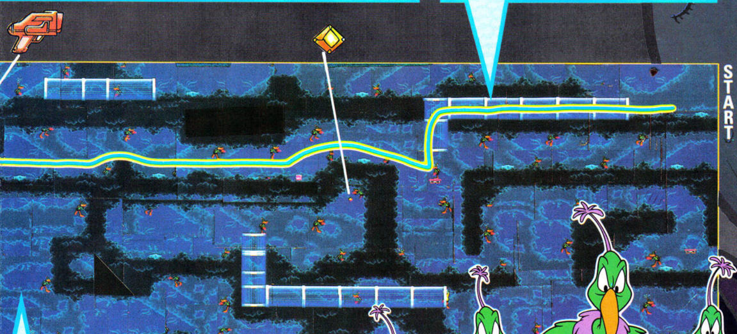


SEA SURPRISE

CAUTION: These tunnels can be very dangerous. Blowfish hide in them and can make a quick lunch of Daffy. Stop every few steps and blast away to soften these guys up.





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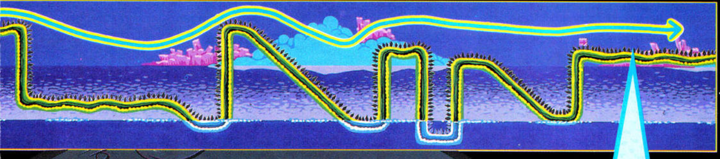

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MINING

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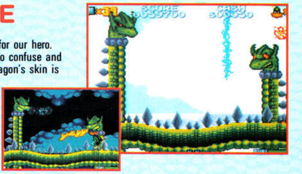
DRAGON FIRE

This two-headed monster is nothing but trouble for our hero. The two heads alternate blowing wind and fire to confuse and hurt Daffy. The easiest way to get under this dragon's skin is to use the Electricity Gun. You will take some damage, but if you are careful, it shouldn't be enough to finish you off. Stand on the far left and shoot at the dragon head as it passes over you and don't worry about the other head. By defeating one head you finish off the body as well.



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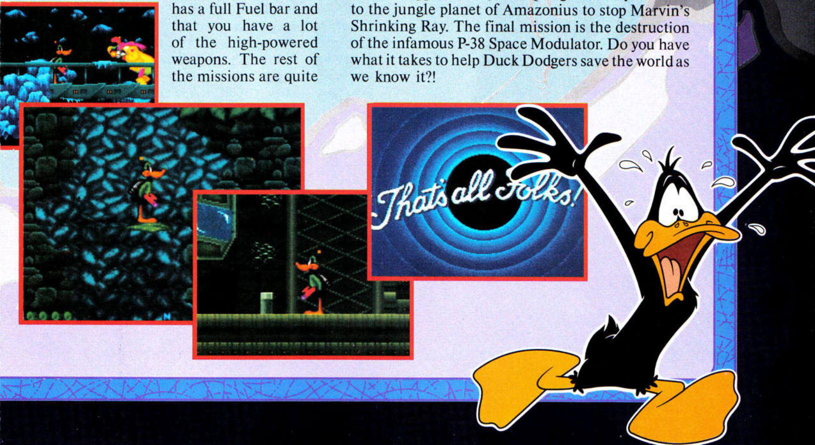
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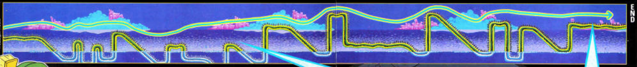

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MINING

In order to slow you down, Marvin has put a bunch of mines in the water. These are floating on the surface so Daffy makes better progress when the tide is out. These mines will do major damage to our hero so be sure not to hit too many of them.

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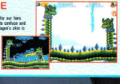

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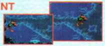

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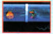

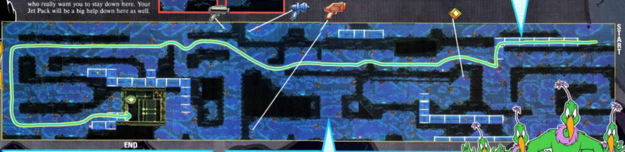

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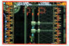

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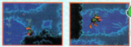

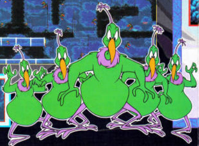

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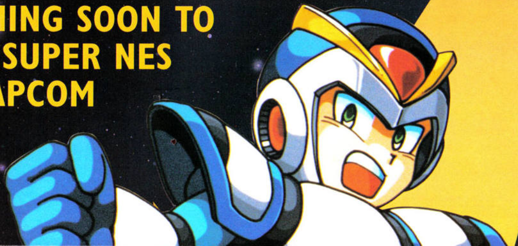
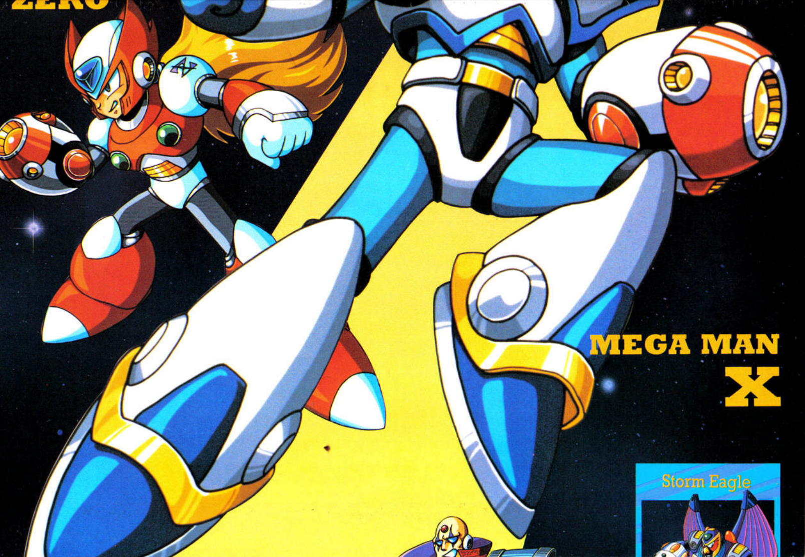
NINTENDO POWER®

MEGA MAN X™

COMING SOON TO YOUR SUPER NES FROM CAPCOM




ZERO
MEGA MAN X
Storm Eagle

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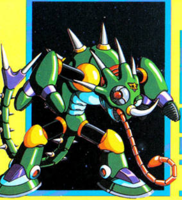
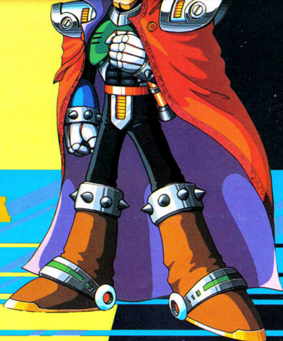
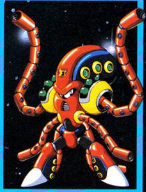
Sting Chameleon



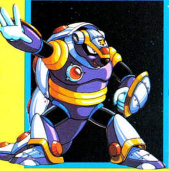
SIGMA



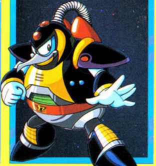
Launch Octopus



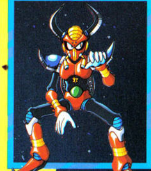
Armored Aramadillo



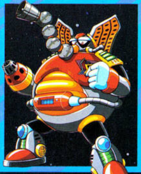
Chill Penguin



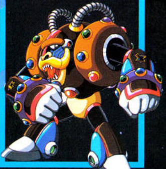
Boomer Kuwanger



Flame Mammoth



Spark Mandrill



NINTENDO POWER

MEGA MAN X™

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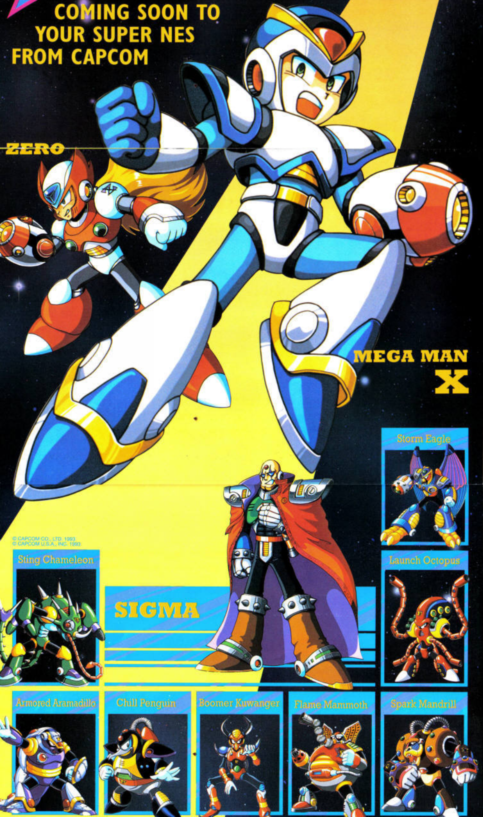
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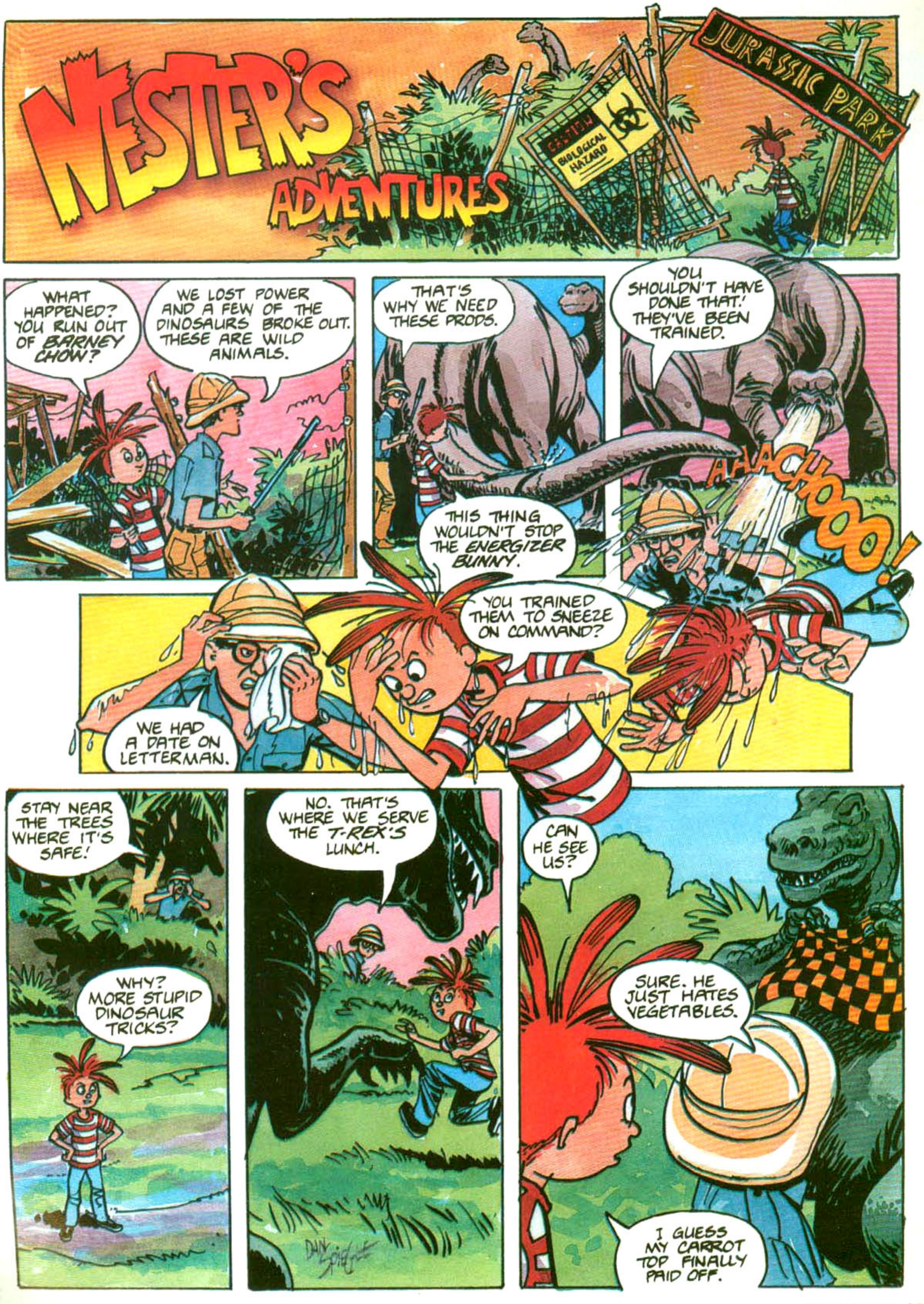
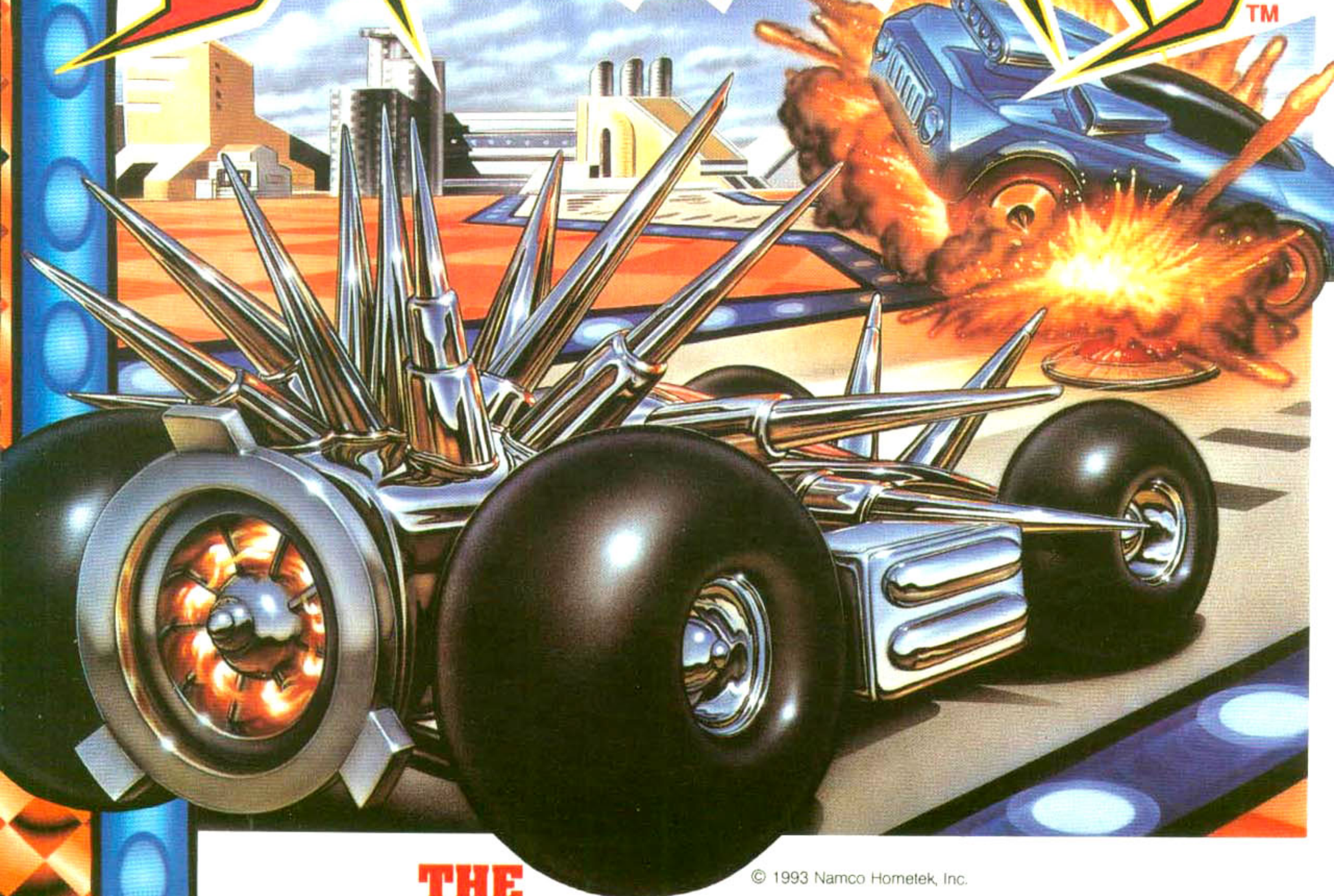

NESTER'S ADVENTURES
JURASSIC PARK
CAUTION BIOLOGICAL HAZARD
WHAT HAPPENED? YOU RUN OUT OF *BARNEY CHOW?*
WE LOST POWER AND A FEW OF THE DINOSAURS BROKE OUT. THESE ARE WILD ANIMALS.
THAT'S WHY WE NEED THESE PRODS.
YOU SHOULDN'T HAVE DONE THAT! THEY'VE BEEN TRAINED.
AHACHOOO!
THIS THING WOULDN'T STOP THE *ENERGIZER BUNNY.*
YOU TRAINED THEM TO SNEEZE ON COMMAND?
WE HAD A DATE ON LETTERMAN.
STAY NEAR THE TREES WHERE IT'S SAFE!
WHY? MORE STUPID DINOSAUR TRICKS?
NO. THAT'S WHERE WE SERVE THE *T-REX'S* LUNCH.
CAN HE SEE US?
SURE. HE JUST HATES VEGETABLES.
I GUESS MY CARROT TOP FINALLY PAID OFF.
DAN SPIEGLE

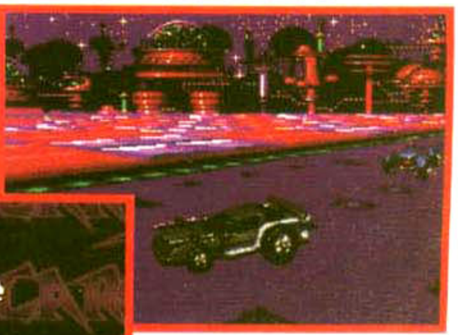
BATTLE CARS™

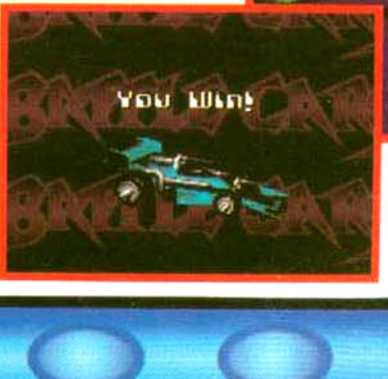


© 1993 Namco Hometek, Inc.

THE FUTURE IS BLEAK!

It will take a lot more than just pressing the pedal to the metal and your heel to the steel if you want to make it in the fast-paced and sometimes fatal world of Battle Cars, the latest futuristic racing release from those super speed demons at Namco. No one can cower behind the wheel. It's a ferocious fight from start to finish line against the cutthroat competition. Earn Cash and Credits to help put together the ultimate combination of a sleek speed racer and an armored battle-ready bomber. Do you have the nerves of steel it takes to tough it out? Strap on a helmet and find out . . .





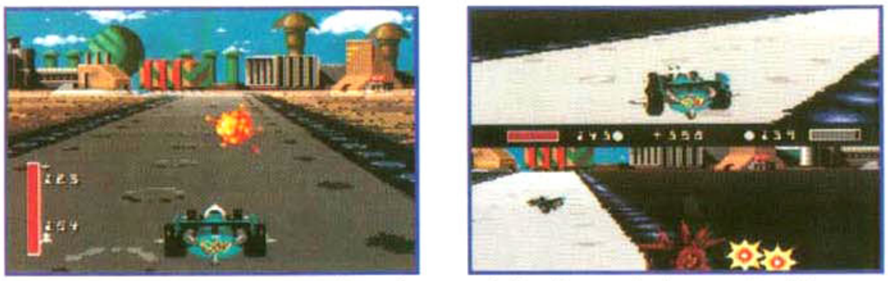
Winning is essential to your ultimate survival in Battle Cars.

GENERAL STUFF

Hey hot shot! Don't speed over to the racetrack just yet. Show them what you're made of as soon as you've had a chance to check out all the cool options you can pick in the pits. In Battle Cars, the possibilities are plentiful! You can try going solo against those daredevil drivers, or grab a friend and face your fearsome foes together. Any way you choose, get set for some gearbox grinding action!

1 OR 2-PLAYER ACTION

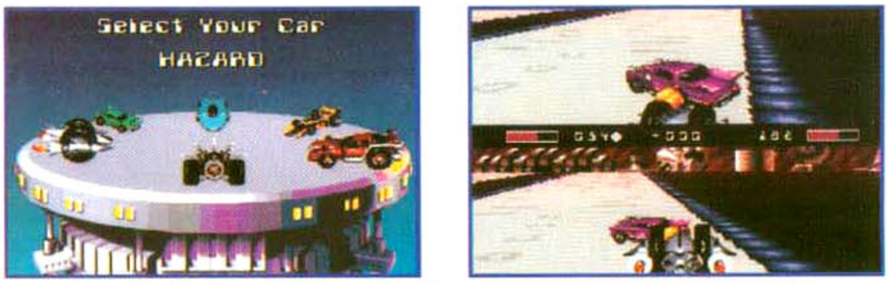
Capture the pole position for yourself in the 1-Player Mode or play simultaneously with a pal in the split-screen 2-Player Mode for double the fun and excitement. You can even add to the challenge of a friendly competition by using the split screen feature to send a homing missile up your partner's tailpipe! Be careful, or they may return the favor.



Watch your tail! A teammate can change from an amicable ally to an elusive enemy in a jiffy.

2-8 PLAYER VS. MODE

In Vs. Mode, the whole gang gets to jump in the race. Up to eight people can enter their names on the roster and race two at a time on 14 different tracks. You can even take a spin in one of the Boss Cars! As soon as the winner grabs the checkered flag, the scoreboard displays the fastest times and tallies up the wins and losses.

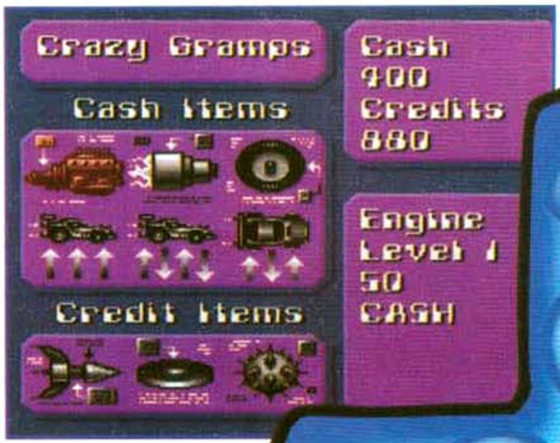


Assess the advantages of driving any Boss Car you'd like and start racking up the victories.

BUILD UP YOUR BATTLE CAR

After a fortuitous finish, head straight for Crazy Gramps, Fix-It Garage for some essential super-powered accessories to pump up your racing machine. Collect Cash by causing your competitors to crash, and earn Credit by finishing with a super fast time. Cash Items include a better Engine, Tires, Shocks and Dampeners, whereas Credit will buy you better Discs, Grenades and Missiles. Smart shopping means spending!

Your competitor's misfortune means building a better car for you!



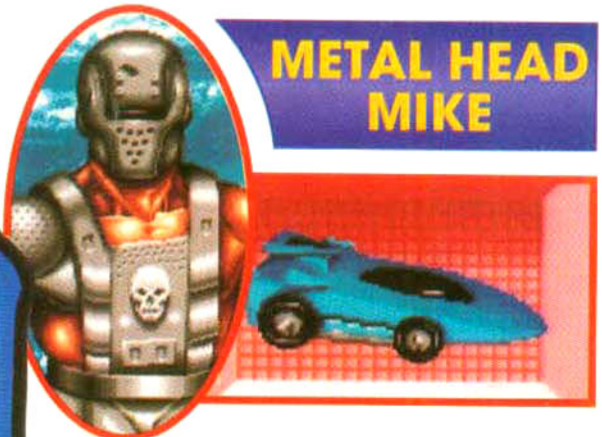
TRACK TACTICS

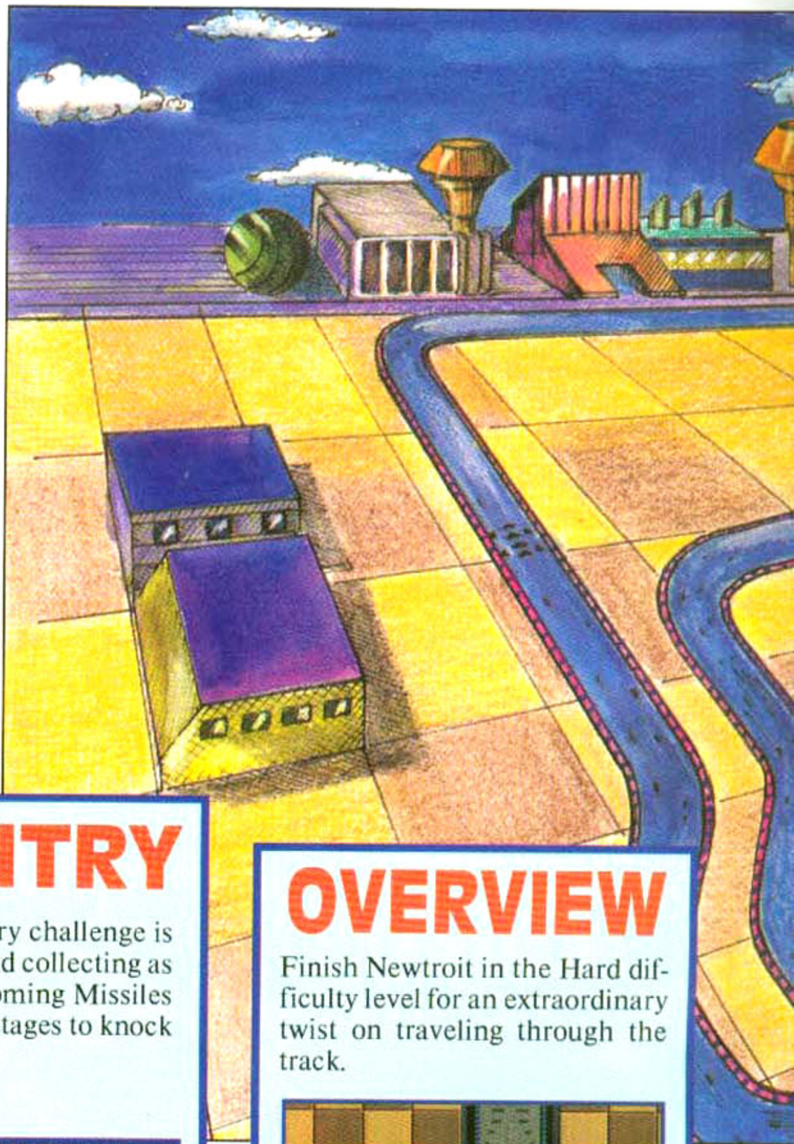
Not every death defying driver is going to be a pro the first time out in the wild world of Battle Cars, so here are a few tips and techniques on the first five tracks to help the rookies get started. You may also find it helpful to choose the Easy difficulty level on the Options screen until you get the hang of what it feels like to be behind the wheel of a 3000-pound pure performance machine.

NEWTROIT

Welcome to the first track, Newtroit. Metal Head Mike thinks he's the master racer here and may make you want to shiver in your driving suit with his taunts and threats. But remember, he's just full of hot exhaust. Don't sweat it!

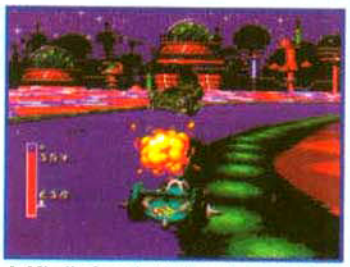
METAL HEAD MIKE



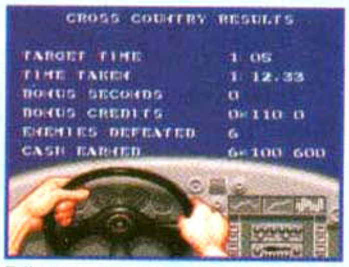


CROSS COUNTRY

The name of the game in the Cross Country challenge is cutting down your time, causing crashes and collecting as much Cash and Credit as possible. The Homing Missiles are especially effective in these beginning stages to knock the competition out of the way for good.



A Missile from behind works every time!



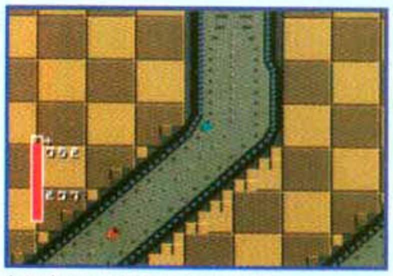
```
CROSS COUNTRY RESULTS

TARGET TIME        1 05
TIME TAKEN         1 12.33
BONUS SECONDS      0
BONUS CREDITS      0×110 0
ENEMIES DEFEATED   6
CASH EARNED        6×100 600
```

Tally up your earnings after each win.

OVERVIEW

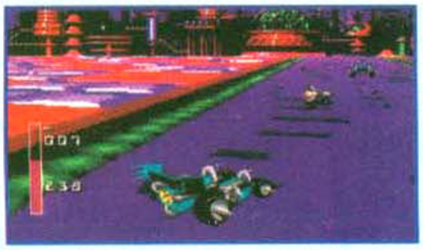
Finish Newtroit in the Hard difficulty level for an extraordinary twist on traveling through the track.



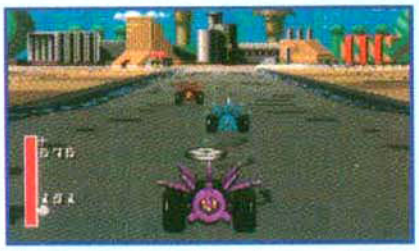
A bird's-eye view allows you the advantage of being able to anticipate all the upcoming curves.

WEAPON TACTICS

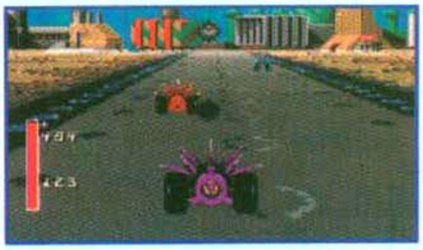
Although he probably would like to, Mario Andretti can't launch a Grenade when he's passing Al Unser in the final lap of the Indy 500. But you can in Battle Cars! In fact, these sorts of measures are strongly encouraged to help cause your opponent a swift and timely spin-out.



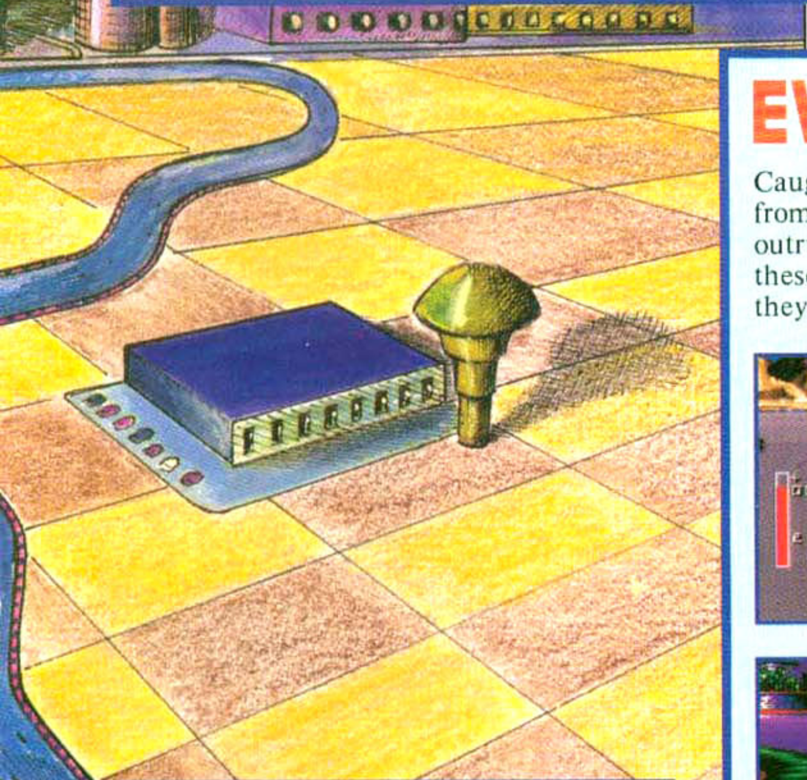
Homing Missiles are easy to use and quite effective.



Discs are easy to use but are less accurate than the Homing Missiles.

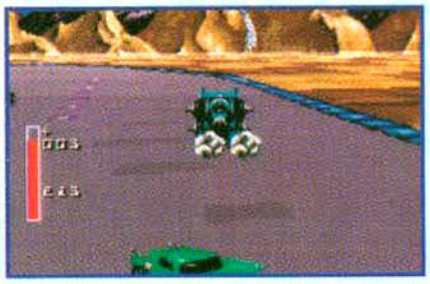


Grenades work best along the straightaways when you have time to aim. One hit is all it takes!

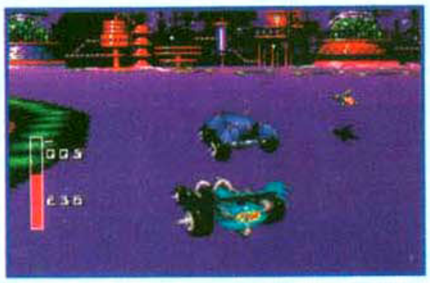


EVASIVE MANEUVERS

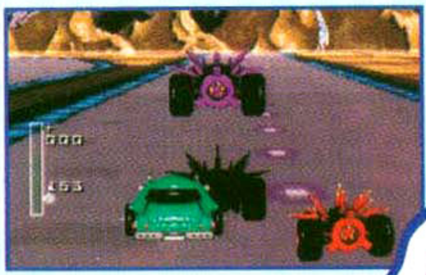
Caught in a tight spot with a terrifying tailgater coming up from behind? When your competitor is much too fast to outrun and you just can't seem to shake them, try one of these surefire evasive maneuvers. With a little practice, they'll get the message and back off!



For a surprise Instant Reverse, press and hold the Left and Right Buttons to jump, then press Down while you're in the air. Once you get this move down, you can shoot the car behind you while reversed in the air!



Homing Missiles tend to stay close by you until they have a target. Launch a missile then slow down. The next car that passes you is in for a big surprise!



Build up that Jump ability so that you can hop right on top of a car and cause it to spin out.

BOSS CAR

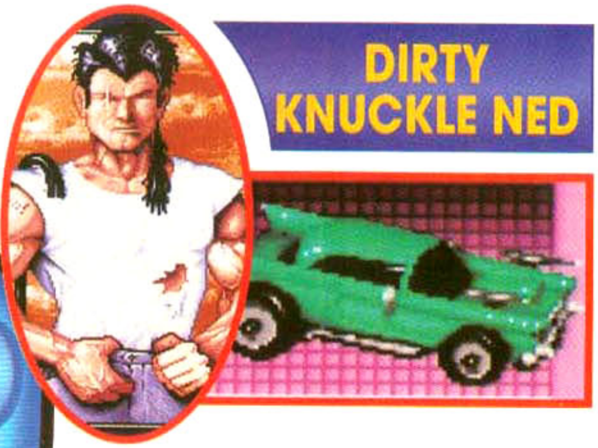
How can you get to drive the Boss Car in the 1-Player Mode? Only a patient and winning driver will be rewarded with this mystery feature . . .

PLANETS & TRACKS

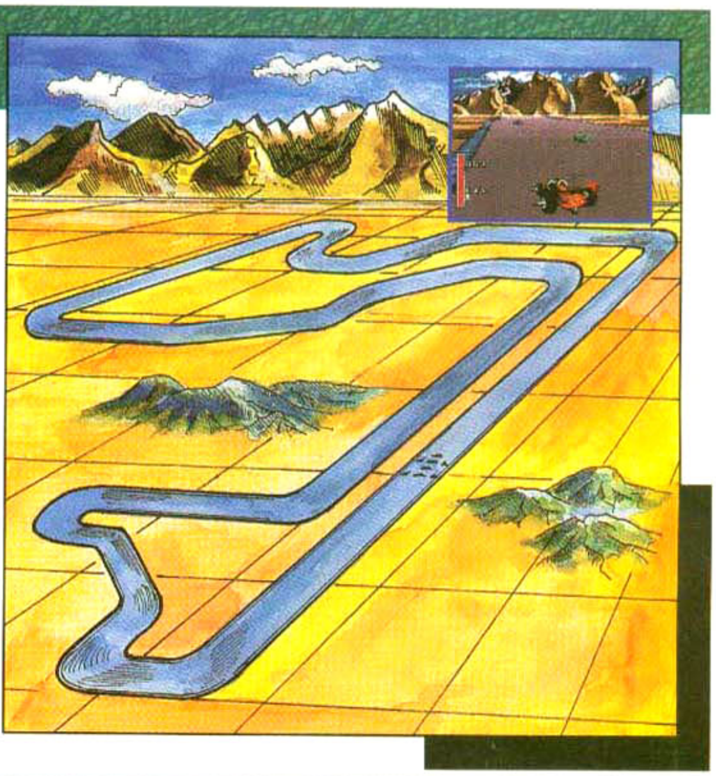
Ladies and gentlemen start your engines, because here are all the tracks you can try on the Easy difficulty level. Even though they get harder and harder to negotiate as you go, enjoy these tracks while you can because later you'll come across some courses that are literally out of this world! Each track is home to a nasty pit boss who's waiting to crush you and your second-rate little scooter. Good luck!

KATMANDU

Dirty Knuckle Ned may be a dirty dog, but if you can stay clean in the driver's seat, Katmandu will be a breeze.

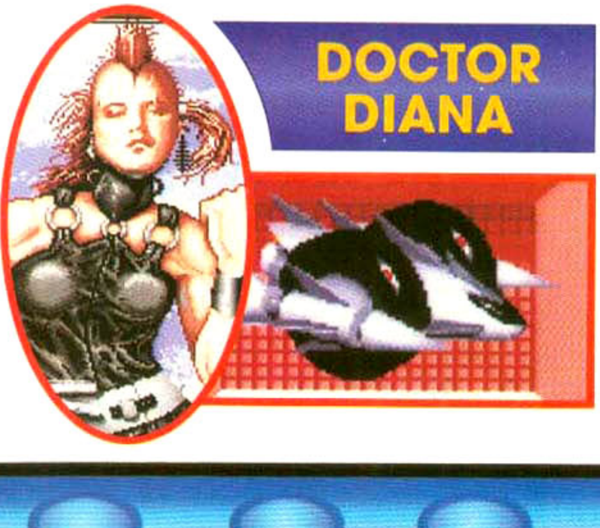


DIRTY KNUCKLE NED

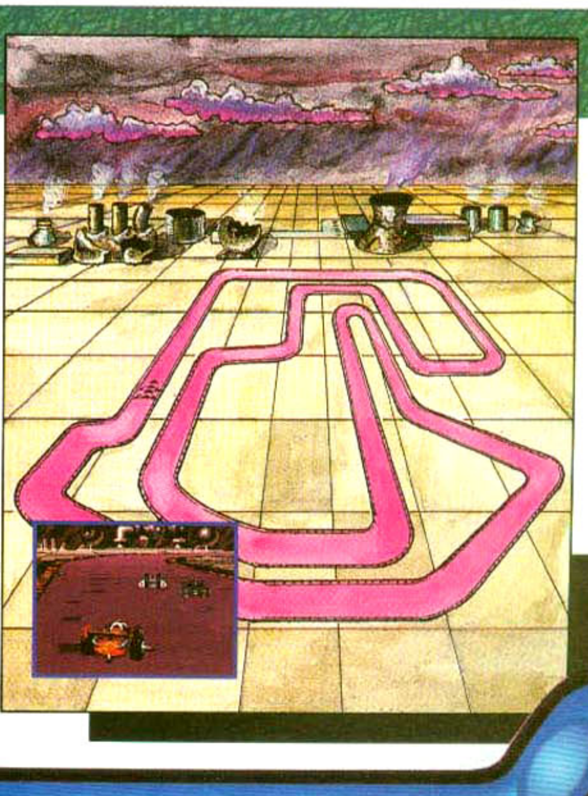


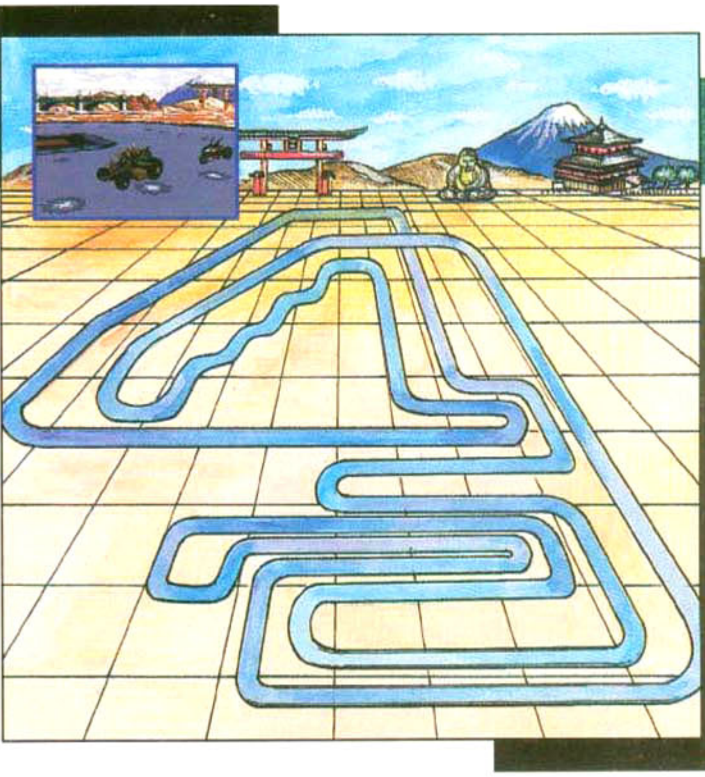
MELTDOWN

That dirty daredevil Doctor Diana has a degree in destruction and you're her next patient! Give Diana a taste of her own medicine and send her straight to the hospital and out of the race for good.



DOCTOR DIANA

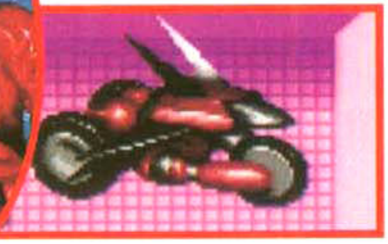


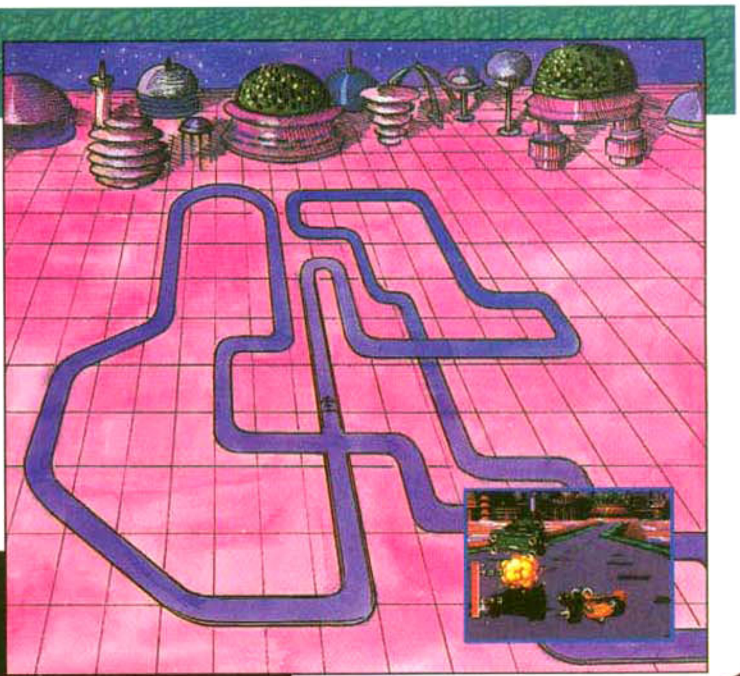


FUJI

The motor mayhem in Fuji makes those other tracks seem like a Sunday drive. You'll have to really watch your bumper because not only will you be shooting at your fellow competitors, they'll be returning fire!

MANIACAL MARIKO

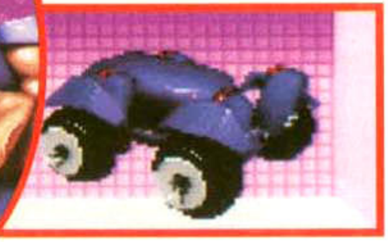




NUEVO VEGAS

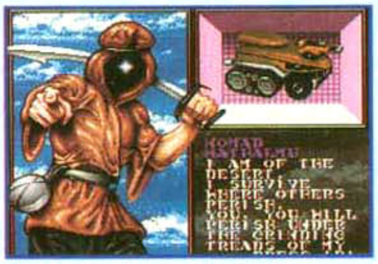
There are no fun and games here—you're gambling with your life while racing in Nuevo Vegas. Beat Buffed Bachmed and overwhelming odds for a sweeping victory in Easy mode!

BUFFED BACHMED



MORE TRACKS

These were only the tracks in the Easy difficulty level. Try Medium or Hard for even more challenging courses.



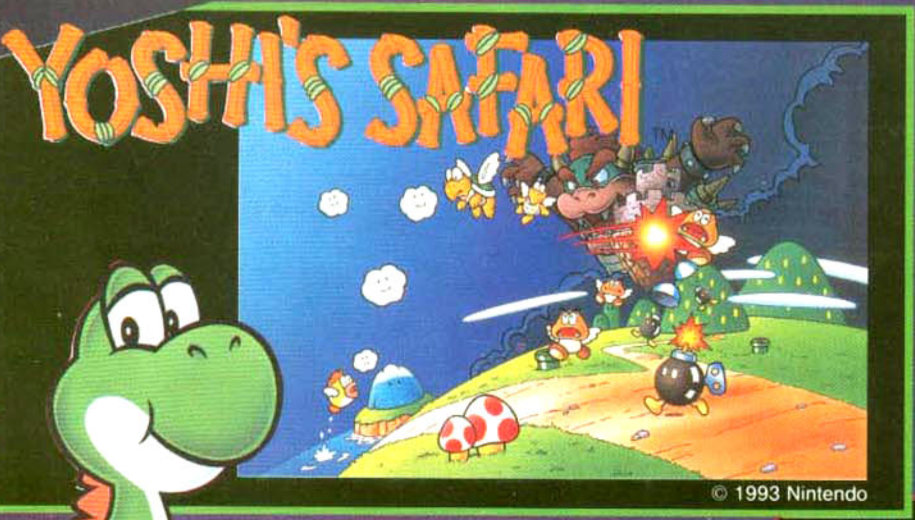
[illegible]
I AM OF THE DESERT.
I SURVIVE WHERE OTHERS PERISH.
YOU, YOU WILL PERISH UNDER THE GRINDING TREADS OF MY

Who knows where you'll end up!

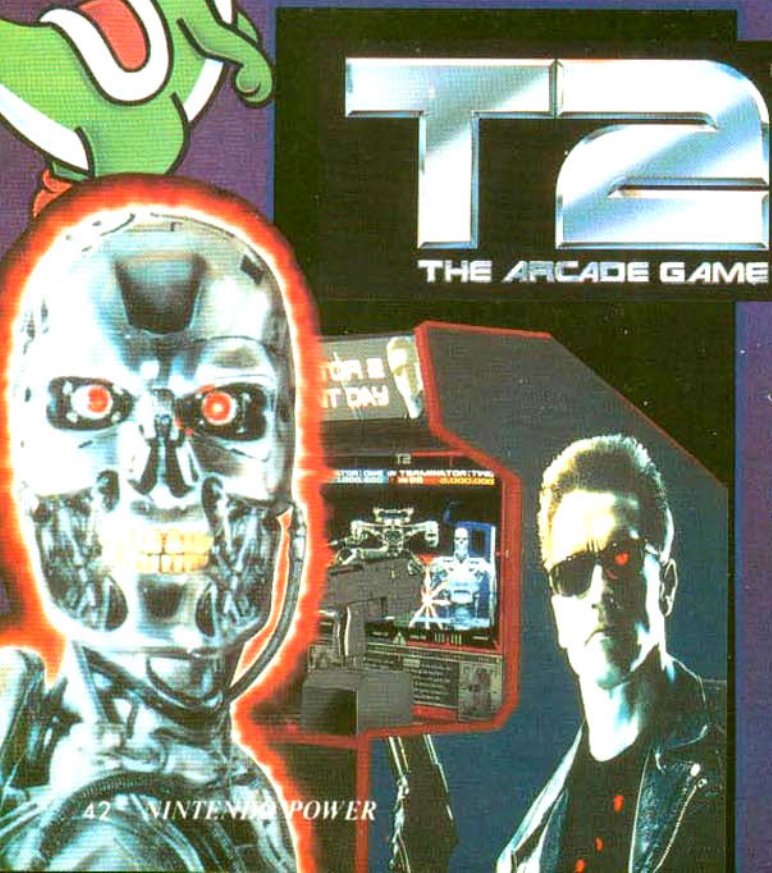
SUPER SCOPE ROUNDUP

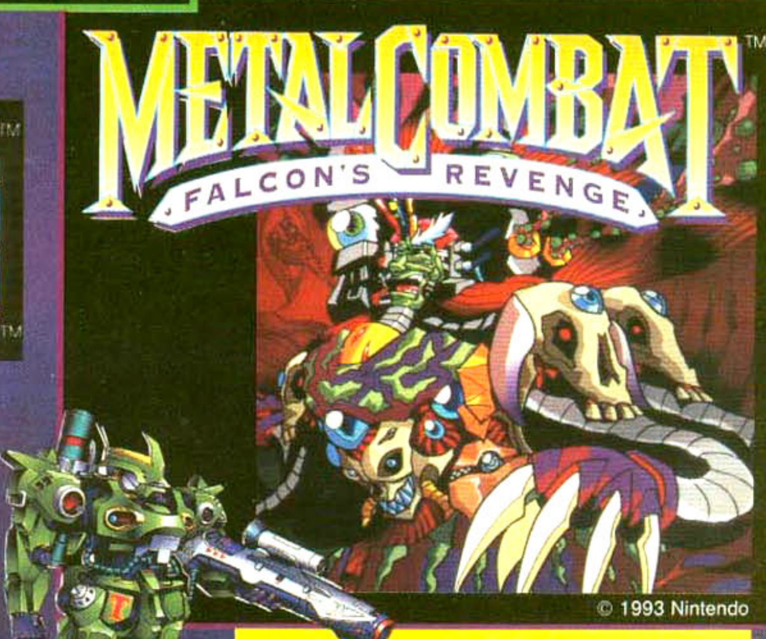
READY, AIM, FIRE!!

When Nintendo first released the Super Scope, its incredible abilities impressed most players. The main question that players had, was when more games would be coming out for the Super Scope. Well here is your chance to check out four more great titles that challenge your shooting skills. Grab your Super Scope, take aim and open fire!



© 1993 Nintendo





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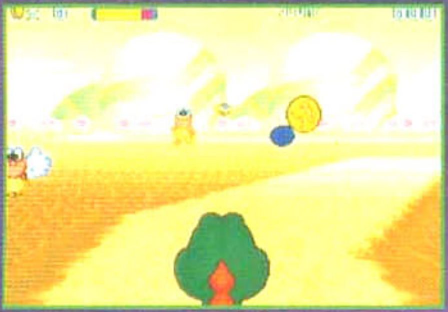
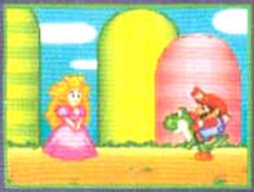
YOSHI'S SAFARI

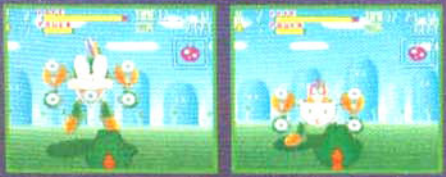
Yoshi's Safari is a Super Scope game that will appeal to younger players. The play is easy to control, and the familiar characters are colorful and bright. This game is a hit!



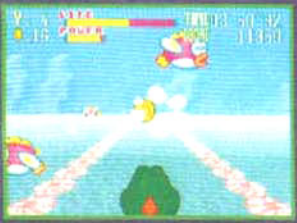
Yoshi leads the way as you take on the many enemies of Gem Land. Be ready to blast them out of the sky.



When you visit the Princess, she asks you to save the King and his son, the Prince.



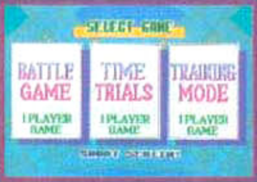
Many of the bosses are protected by armor. Just when you have them beat, they begin attacking again.



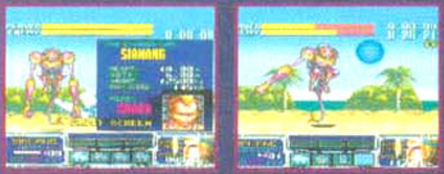
You will recognize many of the enemies from the Mario games you have played in the past.

METAL COMBAT FALCON'S REVENGE

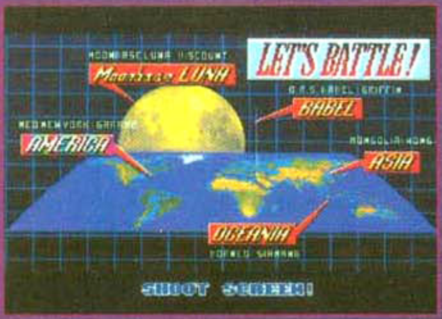
The sequel to Battle Clash, this game offers players hours of shooting fun. The game has been greatly improved over the original, with better graphics and all-new bosses!


SELECT GAME
BATTLE GAME
TIME TRIALS
TRAINING MODE
1 PLAYER GAME
1 PLAYER GAME
1 PLAYER GAME
SHOOT SCREEN

After clearing the ST Chiefs off the Earth, blast off into space and find the rest of the bosses.



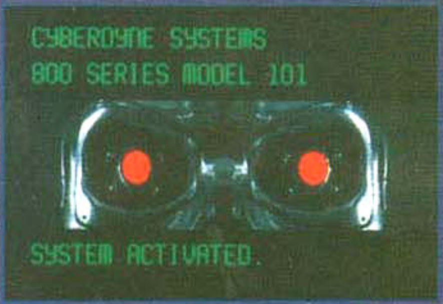
You can play three different game modes. After finishing the Battle Mode you can try the tougher levels.


LET'S BATTLE!
LUNA
BABEL
AMERICA
ASIA
OCEANIA
SHOOT SCREEN

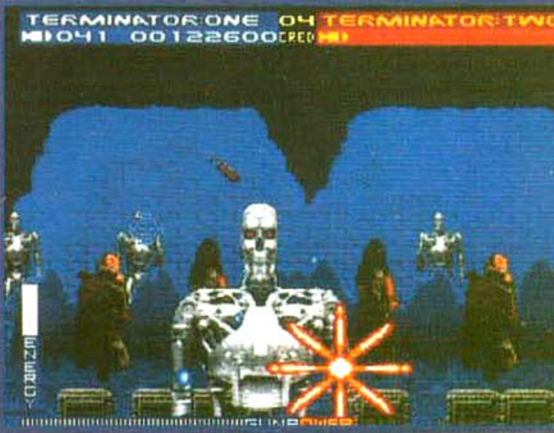
Watch the Demo Mode of the game to learn more about your enemies before the battle begins.

T2: THE ARCADE GAME

All the thrills of the popular arcade shoot-'em-up has arrived on the Super NES. The incredible digitized graphics and the two-player action will keep you coming back for more.


CYBERDYNE SYSTEMS
800 SERIES MODEL 101
SYSTEM ACTIVATED.

Cyberdine Systems has created an army of Endoskeletons bent on destroying the entire human race.


TERMINATOR ONE 04 TERMINATOR TWO
041 00122600

Even though you are not a human, they will try to stop you from assisting the cause of mankind.

SUPER SCOPE

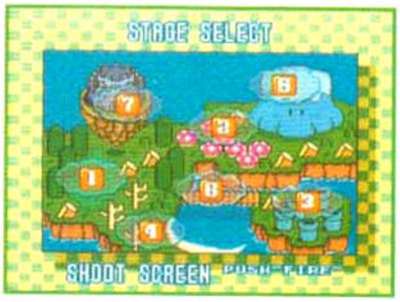
Most TV's scan the image onto the screen, starting at the top of the screen, and working across line by line to the bottom, drawing the complete picture. The Super Scope keeps constant track of where on the screen the scan is. When you fire the Super Scope, it looks to see where the scan is, then it tells the Super NES to place the shot on the screen during the next scan.

YOSHI'S SAFARI™

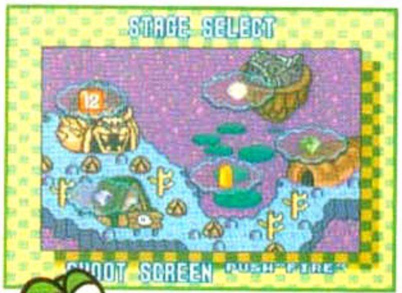
Here is your chance to hop into Mario's shoes and go for the ride of a lifetime. With the help of your pal Yoshi and your trusty Super Scope on your shoulder, you take on the forces of the dastardly King Koopa and his clan of Koopalings. Take aim and good luck!

DIFFERENT WORLDS

There are a total of 12 worlds for you to clear. After you finish the first seven worlds, you travel to the dangerous Underworld.



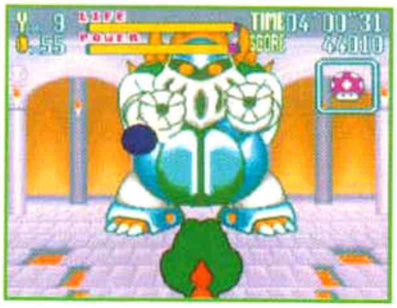
You must drive all of the enemies out of the seven levels of Gem World to save the King.



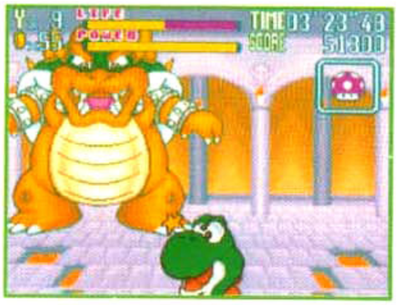
To save the Prince, you must travel to the Underworld and beat King Koopa.

DEFEATING BOSSES

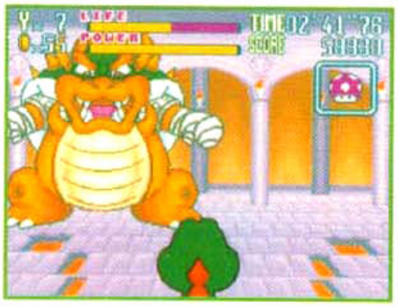
The bosses of each level are well armored, and are ready to take you on. Every boss has a weak point that you must try to hit with your shots. To clear some levels, you must defeat the boss several times in a row.



When the boss is completely armored, aim for any weak point, then fire.



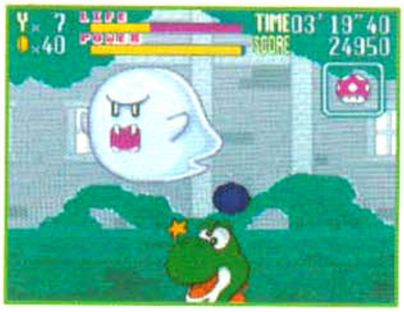
When the boss returns, fire at his head. This way you will do maximum damage.



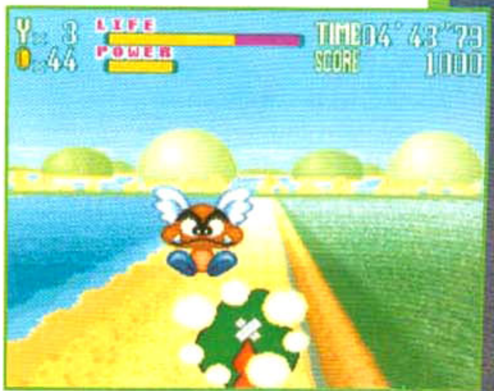
If you play the Hard Mode of the game, some of the bosses will be more difficult to beat.

FAMILIAR FACES

You may recognize most of the characters from other Mario games that your have played. When you encounter a new enemy, remember how they attacked you in previous games. If you do, you will know what to watch for when you shoot them. For example, if you shoot a Koopa, watch out for its shell when it comes back your way.



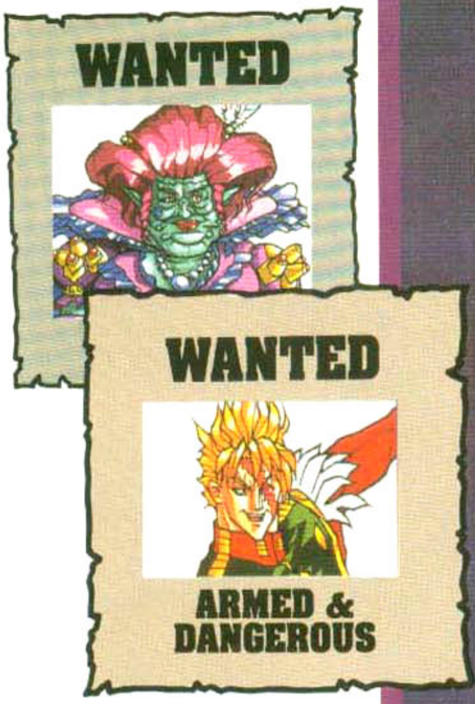
Mini-Bosses attack you just like they did in other Mario games. Try to defeat them quickly.



Shoot Goombas while they are still in the distance, or they can swoop in from the sides of the screen and land on top of Yoshi.

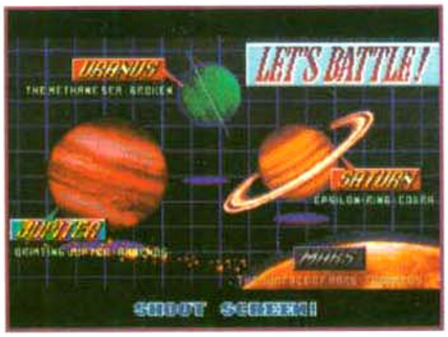
METAL COMBAT™
FALCON'S REVENGE

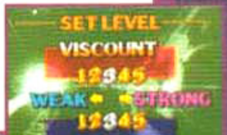
The fighting on Earth has been destructive ever since the creation of the Standing Tanks, or STs. Advanced technology has been twisted to create these monstrous machines, originally designed only to compete in the Battle Game. Your only chance to stop the destruction is to defeat the evil Anubis and his ST Thantos.


WANTED
WANTED
ARMED &
DANGEROUS

CONQUER THE PLANETS

Each of the ST Chiefs controls a portion of the Earth, but as you defeat them, you learn that their control spreads much further. The entire Solar System suffers beneath the iron fist of the STs. It will take a steady hand and a quick shot to stop them.

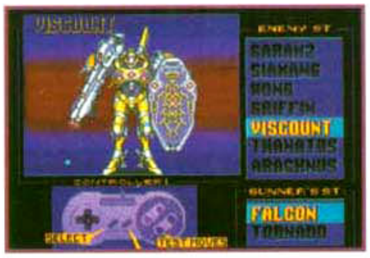

URANUS
LET'S BATTLE!
SATURN
JUPITER
MARS
SHOOT SCREEN!

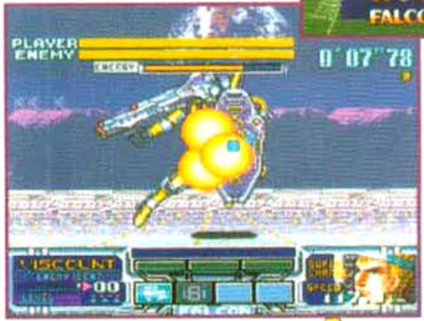

SET LEVEL
VISCOUNT
12345
WEAK
STRONG
12345
FALCON

The second player can use Controller I to select any of the bosses in the first part of the game.

2-PLAYER ACTION

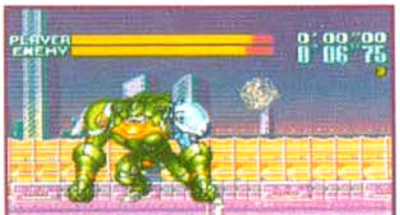
Players can challenge each other in the 2-Player mode. One player plays normally, using the Super Scope to defeat the boss. The second player controls any boss with Controller I.


VISCOUNT
ENEMY ST
SARAH2
SIAMANG
BONG
GRIFFIN
VISCOUNT
THANATOS
ARACHNUS
CONTROLLER I
SUNNER'S ST
FALCON
TORNADO
SELECT
TEST MOVES

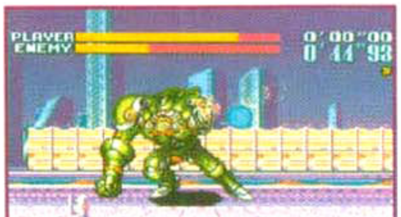

PLAYER
ENEMY
0' 07" 78
VISCOUNT

TEAR 'EM TO PIECES

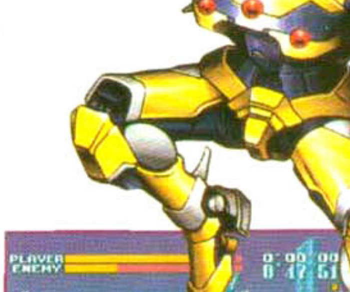
When you encounter a new boss, it is important to locate all of its weak points. Shooting Energy Beams at weapons and limbs will often be the quickest way to stop any enemy.


PLAYER
ENEMY
0' 00" 00
0' 06" 75
SARAH2

When you first start fighting a boss, aim your Energy Beams at the joints. If you aim well, you can knock off the enemy's limbs.


PLAYER
ENEMY
0' 00" 00
0' 44" 93
SARAH2

If you succeed in knocking off all of the limbs, the boss will have trouble firing back. Knocking off the legs will keep it from moving.

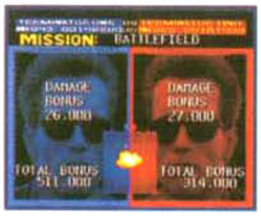

PLAYER
ENEMY
0' 00" 00
0' 47" 51
SARAH2

T2™
THE ARCADE GAME™

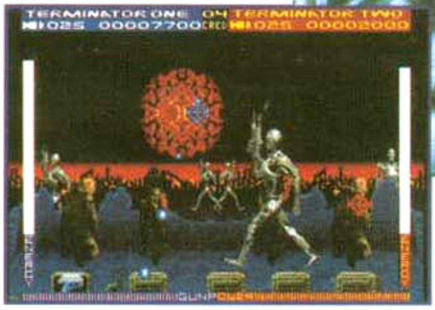
All the action of the big arcade hit has been slammed into the Super NES with a bang. LJN has created a great Super Scope game with enough action to please any T2 fan. The graphics are great, using images and photos from the movie, but the color gets bleached out when you use the Super Scope.

TWO-PLAYER ACTION

It is much easier to defeat all of the enemies when you team up and play with a friend. You can play the game with two Controllers, or with a Super Scope and a Controller.


MISSION: BATTLEFIELD
DAMAGE BONUS 26,000
DAMAGE BONUS 27,000
TOTAL BONUS 511,000
TOTAL BONUS 314,000

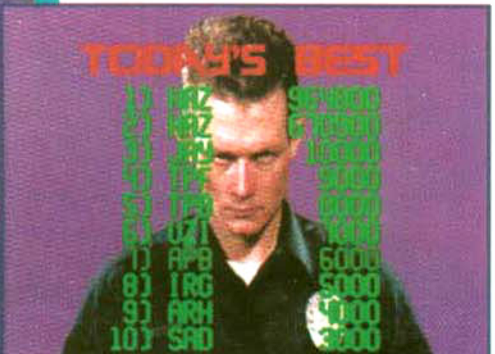
Both players go head-to-head, trying to defeat as many of the enemies as possible.


TERMINATOR ONE
TERMINATOR TWO
025 00007700
025 00002000

Player One uses a Controller, while Player Two can use a Super Scope.

TOP SCORES

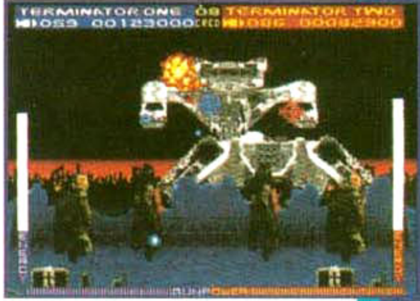
All of your top scores are recorded while you are playing. You can keep track of your progress as you get better at defeating the Endoskeletons. All the scores are reset when you shut off the game.


TODAY'S BEST

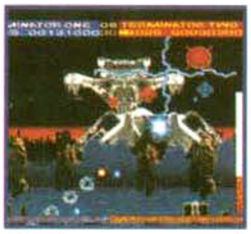
Your top scores are recorded, as long as you don't turn off the power.

STAGE BOSSES

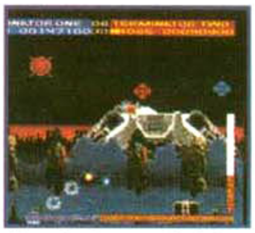
Some of the stages in the game have a boss that you must defeat to finish the stage. When you fight a boss, you must defeat each part in the correct order, or your shots won't harm it. You can tell you're doing damage when you see the boss catch fire. Many of the weak points are also the where the weapon systems are located.


TERMINATOR ONE
TERMINATOR TWO

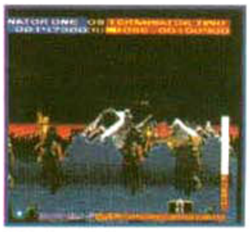
When you encounter a boss, shoot at the weapon systems first.



After the guns are gone, work your way from top to bottom, shooting each section.



If you don't seem to be defeating a boss, shoot around until something flashes.

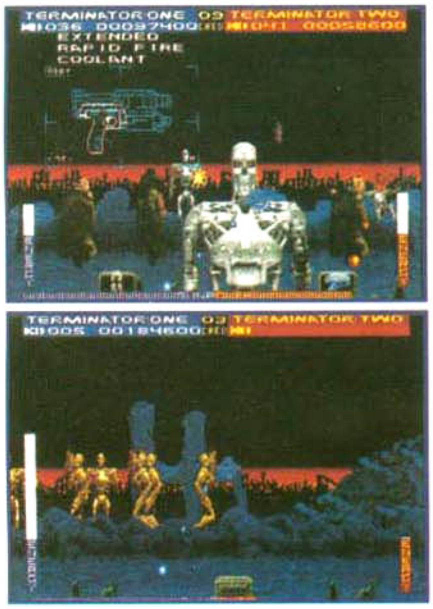


Watch out! Some bosses will try a last ditch effort to blast you.

JUST LIKE THE ARCADE

STAGE 1

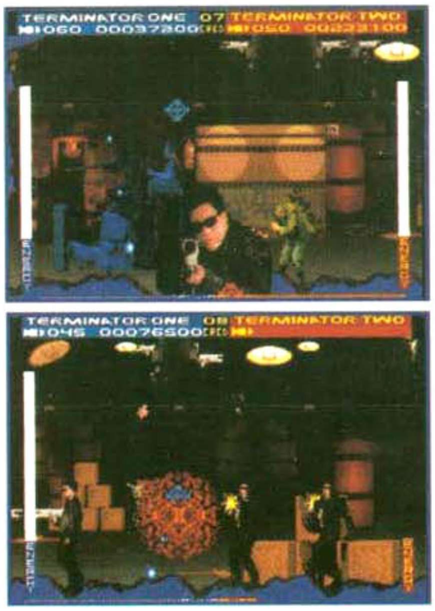
Out on the battlefield it's an all out war. If you start running out of energy during the fight, shoot at the supply boxes.



In Stage 1, shoot everything you can, except for the humans. It may be easier to hit the Endoskeleton if you take out all of the walls.

STAGE 2

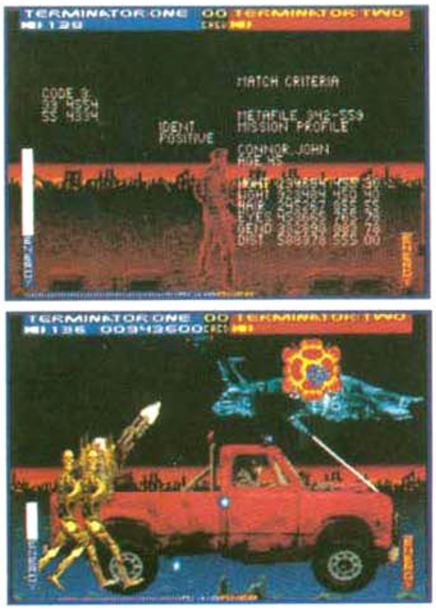
The machines have found the last stronghold of the humans. Stop the enemy assault before all of the humans are destroyed.



When you are in the Human Hideout, avoid shooting the humans dressed in green. Everything else on the screen is fair game.

STAGE 3

The machines are going to send a T-1000 into the past to destroy John Connor. You must protect the humans as you try to stop them.

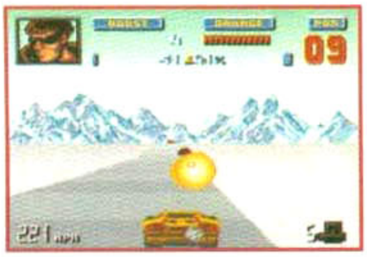


During the Truck Stage, protecting John Connor is your top priority. Shoot all the enemies on the screen, or the truck may explode.

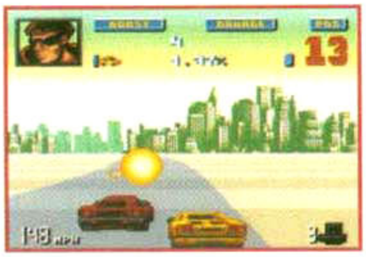
LAMBORGHINI AMERICAN CHALLENGE™

When you are playing a racing game, have you ever wanted to blast that car that keeps beating you? That's just what you can do with a Super Scope during this wild racing game.

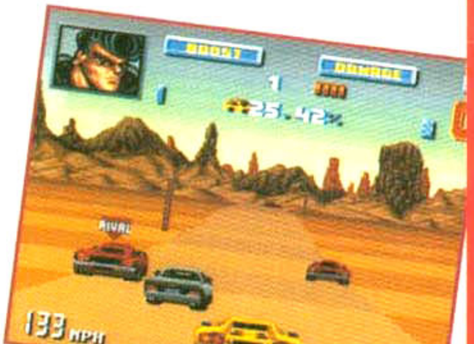
SUPER SCOPE RACING



When you are racing in the Super Scope Mode, you can steer your car by shooting where you want to go.



To improve your position in the race, you can take out your opponents with a quick shot from the Super Scope.



You can't defeat your rivals in the Normal Mode, but the graphics and the colors are a little clearer when you play.

CLASSIFIED INFORMATION

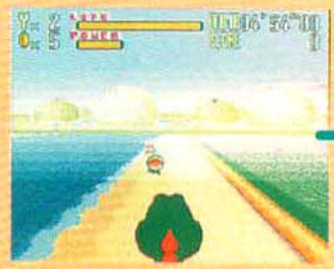
YOSHI'S SAFARI

FROM AGENT #364

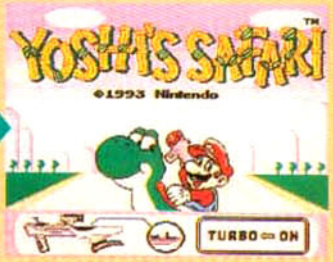
Hard Mode

Many players will be able to defeat King Koopa and finish Yoshi's Safari without much trouble, but if you wait through the credits at the end, you'll learn there is more to the game. Enter the code below when you are on the Title Screen to increase the challenge greatly. If you finish the Hard Mode, you can see the real ending.

On Controller I: Hold X, Y, L, R, then press Start.



The first time through the game will prove easy for most players.



When you enter the code above, the game colors will change, and the game will get harder.

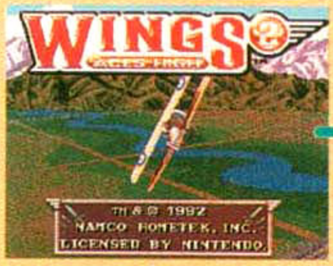
WINGS 2 ACES HIGH

FROM AGENT #991

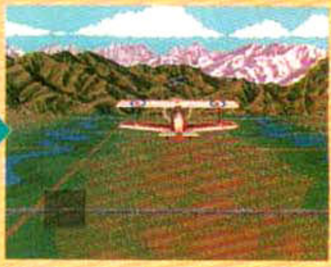
Radar Screen

Many of the missions in Wings 2: Aces High require players to pilot their airplanes in combat against German aces. When a dogfight includes several enemy planes, the fighting can become dangerous. Players can increase their chances of survival by entering this simple code before they start playing the game. On the Title Screen, hold the L Button, R Button and Up, then press Start. If you enter the code correctly, a small radar screen will appear in the bottom left corner of the screen when you are flying in a dogfight.

On the Title Screen, hold Up, L, and R then press Start.



Dogfighting can be tough, especially when you can't find the enemies.



Enter the code above to spot them with your handy radar.

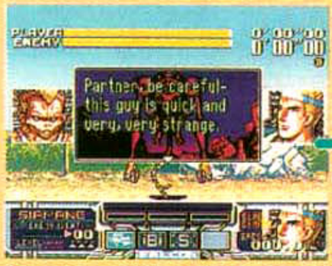
METAL COMBAT FALCON'S REVENGE

FROM AGENT #213

Name Change

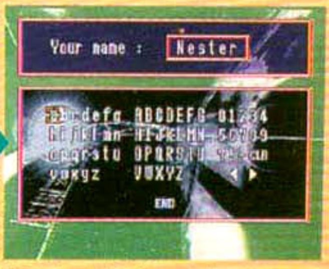
Normally, when you play Metal Combat, your fighting companion will refer to you as "Partner" throughout the game. With this special code, you can access the Name Select screen and personalize the game with your own name. On the Title Screen, press L, A, B, L on Controller I to make the screen change. After entering any name you want, press Start to begin playing.

On the Title Screen, press L, A, B, L on Controller I.



Partner, be careful- this guy is quick and very, very strange.

Normally you will be called Partner all the way through the game.



Your name : Nester

Enter the code above and you can change your name to anything you want.

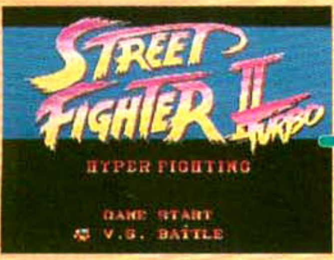
STREET FIGHTER II TURBO

■ FROM AGENT #750

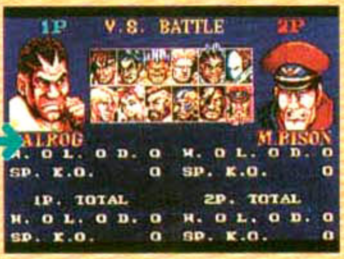
Special Move Select

Most fans of Street Fighter II Turbo have mastered the moves of their favorite characters, but with this code, you can try your hand against an opponent without your best moves. When the game begins, select the Vs. Battle. After both players have picked out their favorite fighters, you will go to the Stage Select screen. On Controller II, press Down, R, Up, L, Y, and B. On the new screen you will be able to shut off the fighters' special moves.

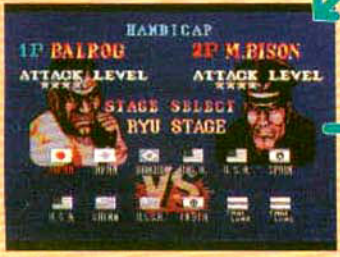
Down, R Button, Up, L Button, Y, B



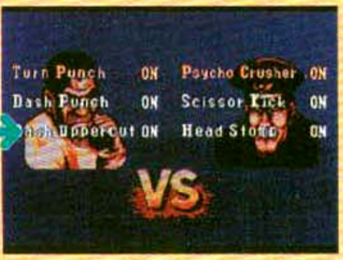
When you begin a game, select the Vs. Battle mode and press Start.



After both players have selected a fighter, go to the Stage Select screen.



On Controller II, press Down, R Button, Up, L Button, Y then B.

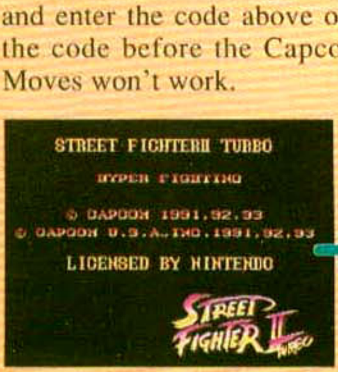


Turn Punch ON
Dash Punch ON
[illegible] Uppercut ON
Psycho Crusher ON
Scissor Kick ON
Head Stomp ON

On the new subscreen, you can turn off any of the Special Moves.

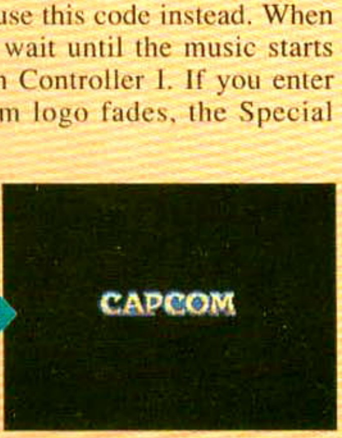
Special Move Shut-off

If you want to challenge an opponent to a fight with all the Special Moves shut off, use this code instead. When you first turn on the game, wait until the music starts and enter the code above on Controller I. If you enter the code before the Capcom logo fades, the Special Moves won't work.

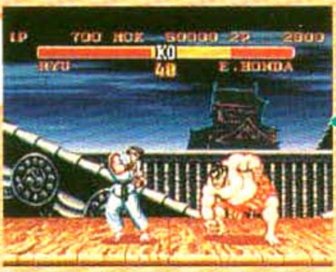


STREET FIGHTERII TURBO
HYPER FIGHTING
© CAPCOM 1991,92,93
© CAPCOM U.S.A.,INC.1991,92,93
LICENSED BY NINTENDO

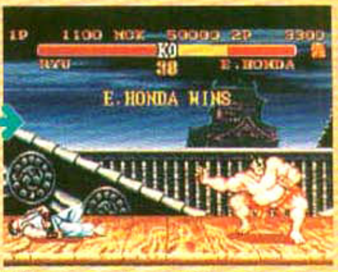
Wait until you hear the music start, then enter the code above on Controller I.



Be sure to enter the entire code before the Capcom logo fades.



If you enter the code correctly, both players will be without Special Moves.



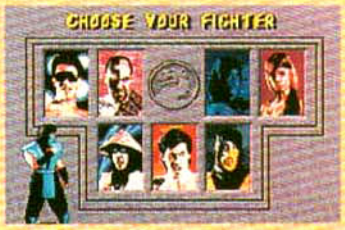
Without your Special Moves it will be much tougher to beat your opponents.

MORTAL KOMBAT

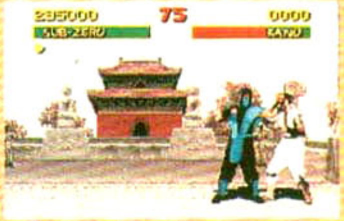
■ FROM AGENT #803

Strange Finish

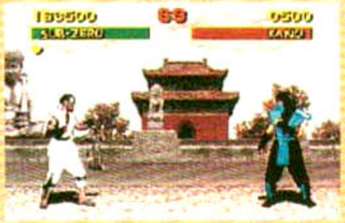
Agent #803 has found a strange trick that works every time if you use Sub-Zero. Finish off your opponent in the first round any way you can. During the second round you must run your opponent's power meter all the way down without the "Finish Him" flashing across the screen. Use Sub-Zero's freeze to make the "Finish Him" appear, then hit him with the Finishing Move. Sub-Zero will shatter the ice around his opponent and leave the body standing.



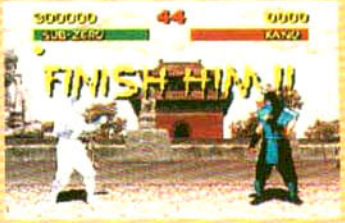
When you are Sub-Zero, beat your opponent in the first round any way that you can.



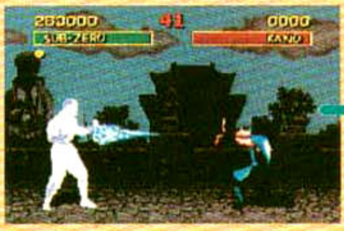
In the second round, run your opponent's Power Meter down with High Punches.



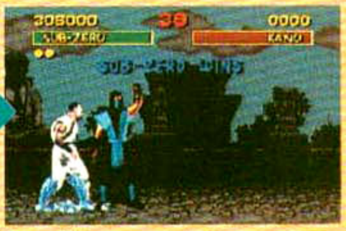
Stop punching when the Power Meter is all the way down but before it says, "Finish Him."



Freeze your opponent over and over until the screen flashes "Finish Him."



Press Down, Forward then the B Button to use Sub-Zero's Finishing Move.



You will freeze and shatter your opponents, but he will still be standing when you're done.

CLASSIFIED INFORMATION

KENDO RAGE

From Agent #204

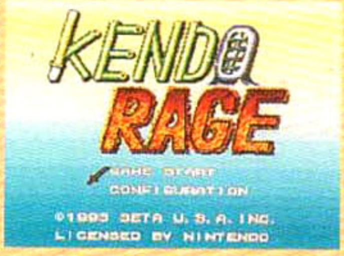
Stage Select

This great trick will allow you to test your kendo skills on any of the seven stages that you want. When you are on the Title Screen, press X, Y, A, B, X, Y, A, B, then Start on Controller I. In the Special Presents Mode, the stage number will appear. Press Left or Right on the Control Pad then select Exit. When you start the game, you will begin on the selected stage.

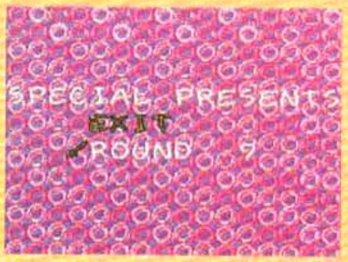
On the Title Screen, press X, Y, A, B, X, Y, A, B and Start.

4:40
CONTINUE
PSV
H.P.

Playing all the way through Kendo Rage can be tough for some players.



On the Title Screen enter the code above to access the Stage Selected.



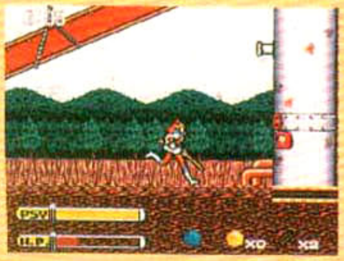
Select any of the seven different stages, then select the exit option.

ROUND 9
PSV
H.P.

When you begin a new game, you will start on the stage you selected.

Quick End Code

This code can come in handy when you want to reset the game, but be careful not to use it by accident. At any time while you are playing the game, you can return to the Title Screen by holding the L Button, R Button, Select and Start all at the same time.



If you get stuck while you're playing the game, you can reset the game with your Controller.

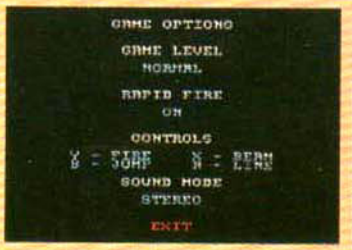
Press the L Button, R Button, Select and Start all at the same time to start over.

SUPER TURRICAN

From Agent #043

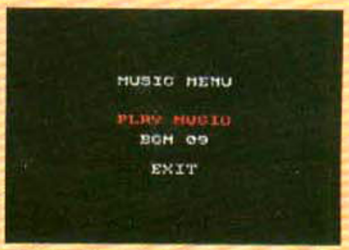
Sound Test

This code will allow you to sample all of the different background music in the game. On the Option Screen, hold L, R, X and A then press the Start Button. The screen will switch to the Sound Test, where you can select the music you would like to listen to.



GAME OPTIONS
GAME LEVEL
NORMAL
RAPID FIRE
ON
CONTROLS
Y = FIRE X = BEAM
B = JUMP A = LINE
SOUND MODE
STEREO
EXIT

Go to the Option Screen and highlight the word EXIT.



MUSIC MENU
PLAY MUSIC
BGM 09
EXIT

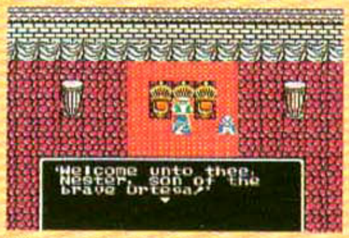
Hold the L Button, R Button, X and A to access the Sound Test.

DRAGON WARRIOR III

From Agent #829

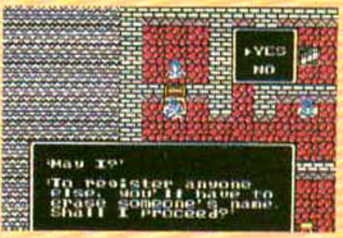
Easy Spells

Agent #829 has sent us a trick that lets you begin the game with eight combat spells. When you start a new game, immediately go see the King in Aliahan. In the town, create characters until you are told to erase one. When you leave, you will lose all of your gold, but your character will gain eight combat spells



'Welcome unto thee, Nester, son of the brave Ortega!'

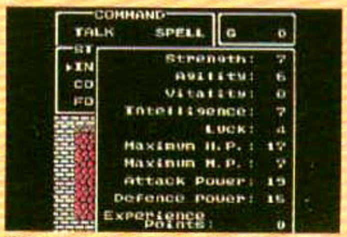
When you start a new game, go see the King then go to town.



'May I?'

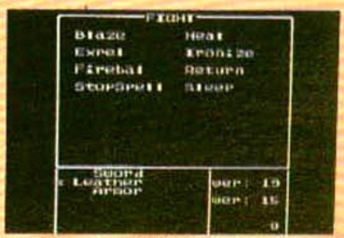
'To register anyone else, you'll have to erase someone's name. Shall I proceed?'

Continue to create new characters until you are told to erase one of them.



G 0
Strength: 7
Agility: 6
Vitality: 0
Intelligence: 7
Luck: 4
Maximum H.P.: 17
Maximum M.P.: 7
Attack Power: 19
Defence Power: 15
Experience Points: 0

When you go back downstairs you will lose all of your gold.



In return, you will begin the game with eight new combat spells.

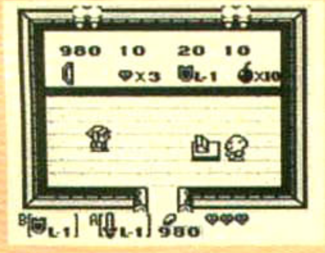
CLASSIFIED INFORMATION

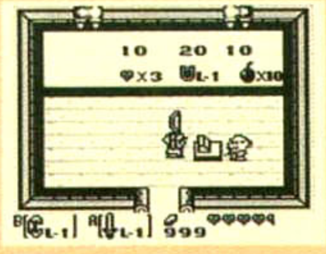
THE LEGEND OF ZELDA LINK'S AWAKENING

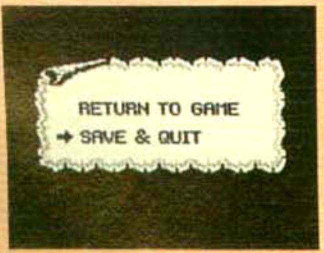
From Agent #803

Free Bow

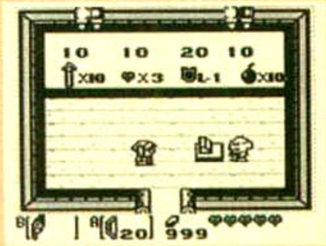
Use this trick to get yourself the powerful Bow without spending any of your precious Rupees. After you have earned enough Rupees to buy the Bow, return to the shop in the town. Pick up the Bow and carry it over to the Shopkeeper. When he asks you if you want to purchase it, go ahead and buy it. While the rupees are being deducted from your purse, quickly save your game. When you return to the game, you will have the Bow and all the Rupees, too!


Walk into the store with enough money to buy the Bow.


Pick up the Bow and take it to the Shopkeeper to buy it.

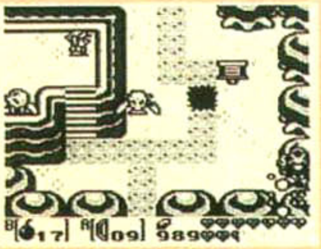


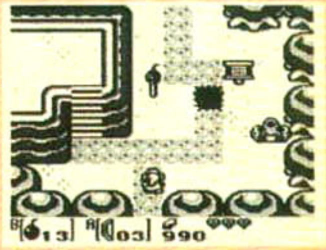
While the Rupees are being taken away, save your game.


When you return to the game, you will have the Rupees and the Bow.

Bomb Arrows

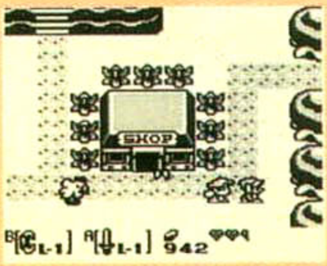
Our agents have found a great new weapon that you can use against enemies that are vulnerable to bombs. Equip the Bow in one hand and the Bombs in the other. Using both Bombs and Arrows you can shoot an exploding arrow by pressing both buttons at the same time. This weapon is great for hitting enemies with a Bomb from across the screen, keeping you safe from attack.


Equip the Bow in one hand and the Bombs in the other hand.

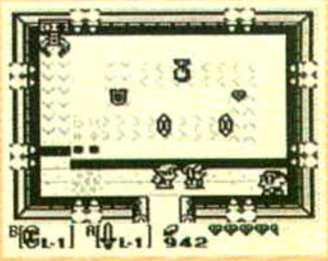

When you press both buttons you will shoot a Bomb Arrow.

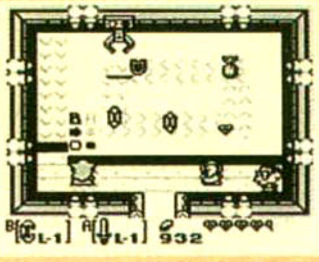
Grab the Guy

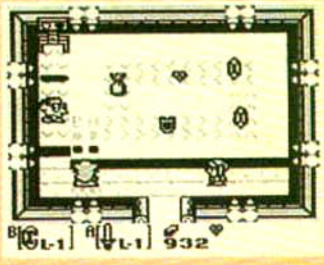
About halfway through the game, Marin will follow you when you go to the Animal Village. If you walk into the Trendy Game while she is following you, something strange will happen. She will take the controls of the game. She will pick up the man who runs the game and drop him on the conveyor belt. This trick doesn't help you out, but it's fun to try.



At one point in the game, Marin will follow you wherever you go.


While she's following you, take her to the Game and talk to the Man inside.


She will take the controls of the game and use the crane to pick him up.


This trick doesn't do much for you, but it's fun to try out.

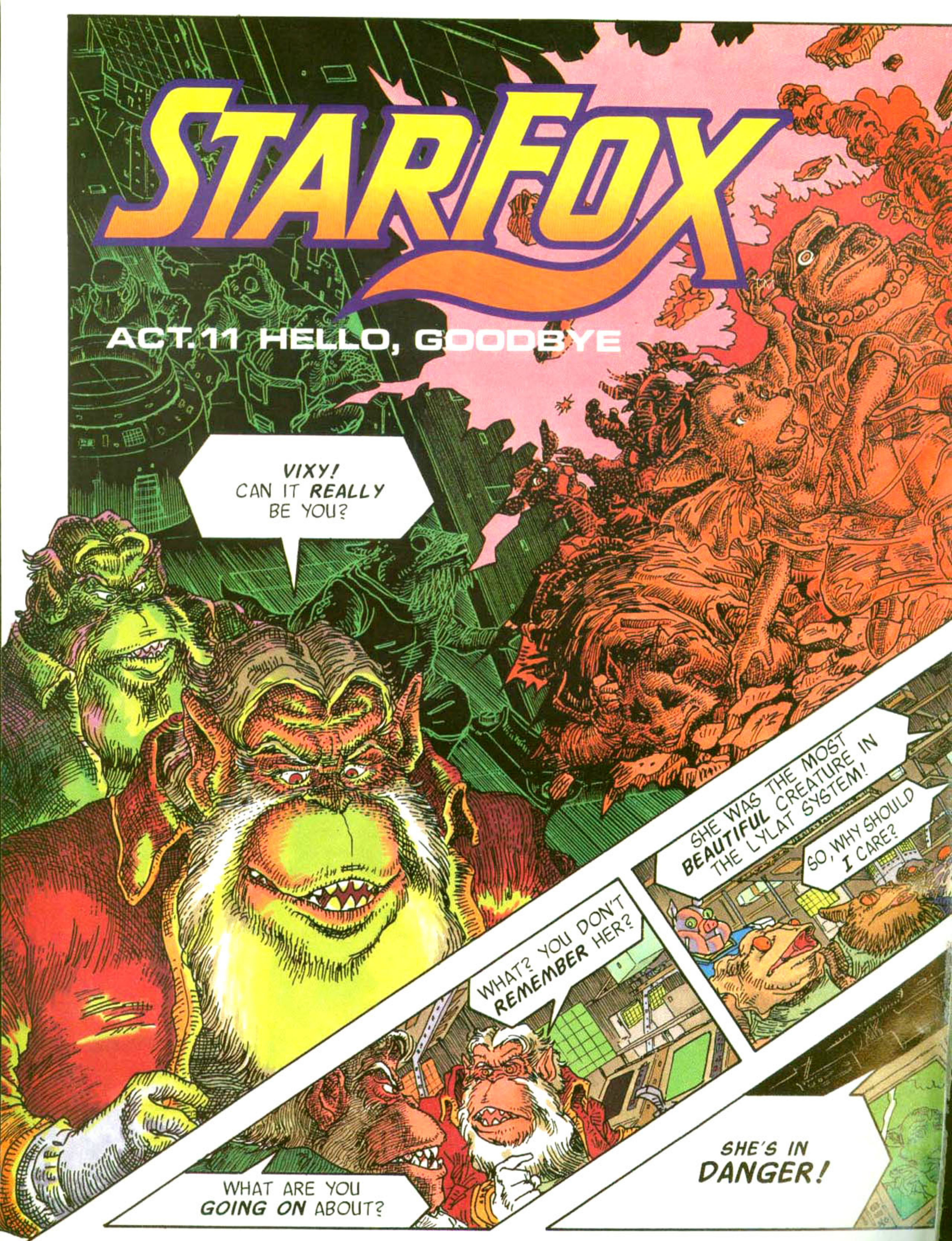
SECRET AGENTS WANTED

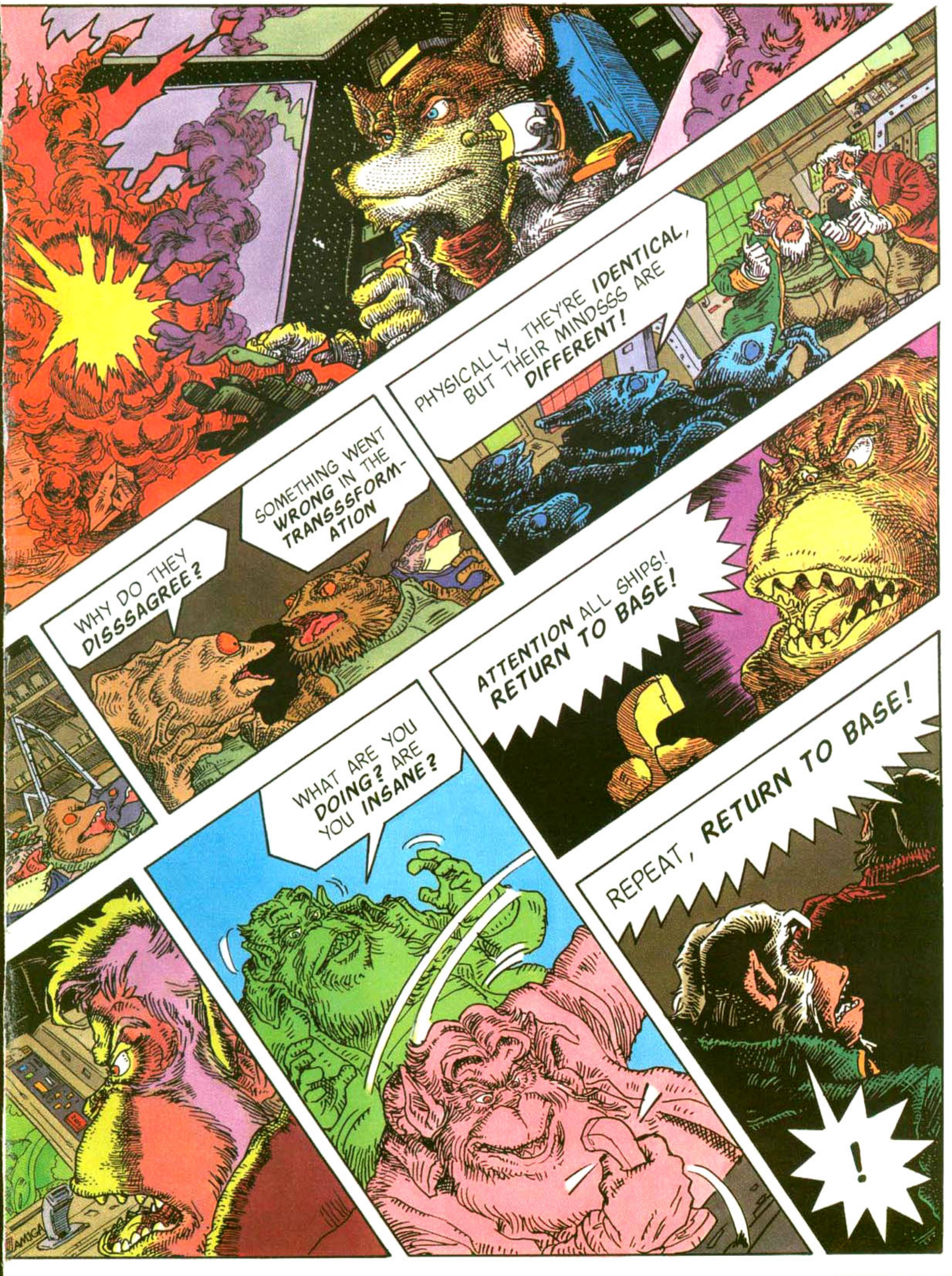
A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

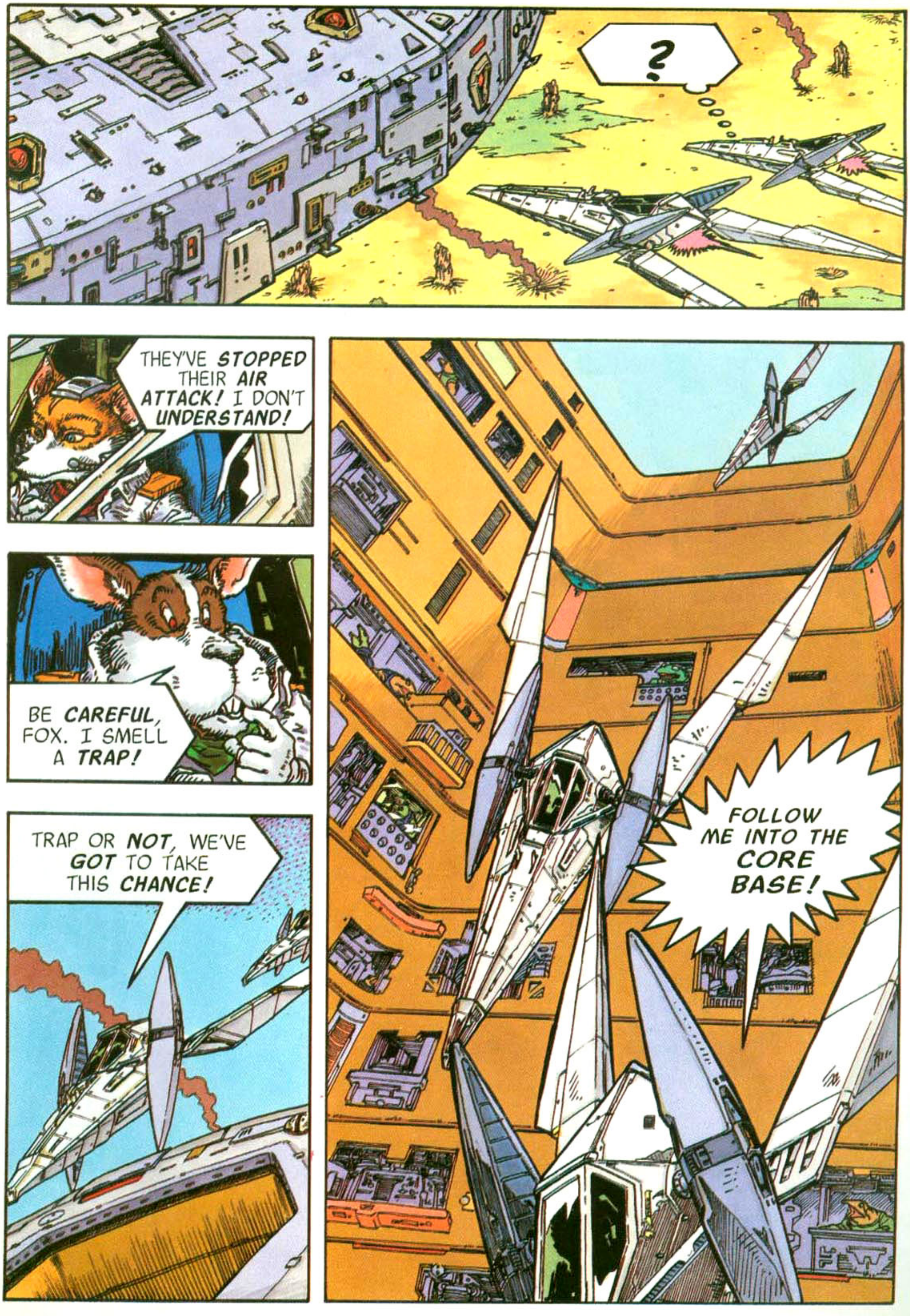
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

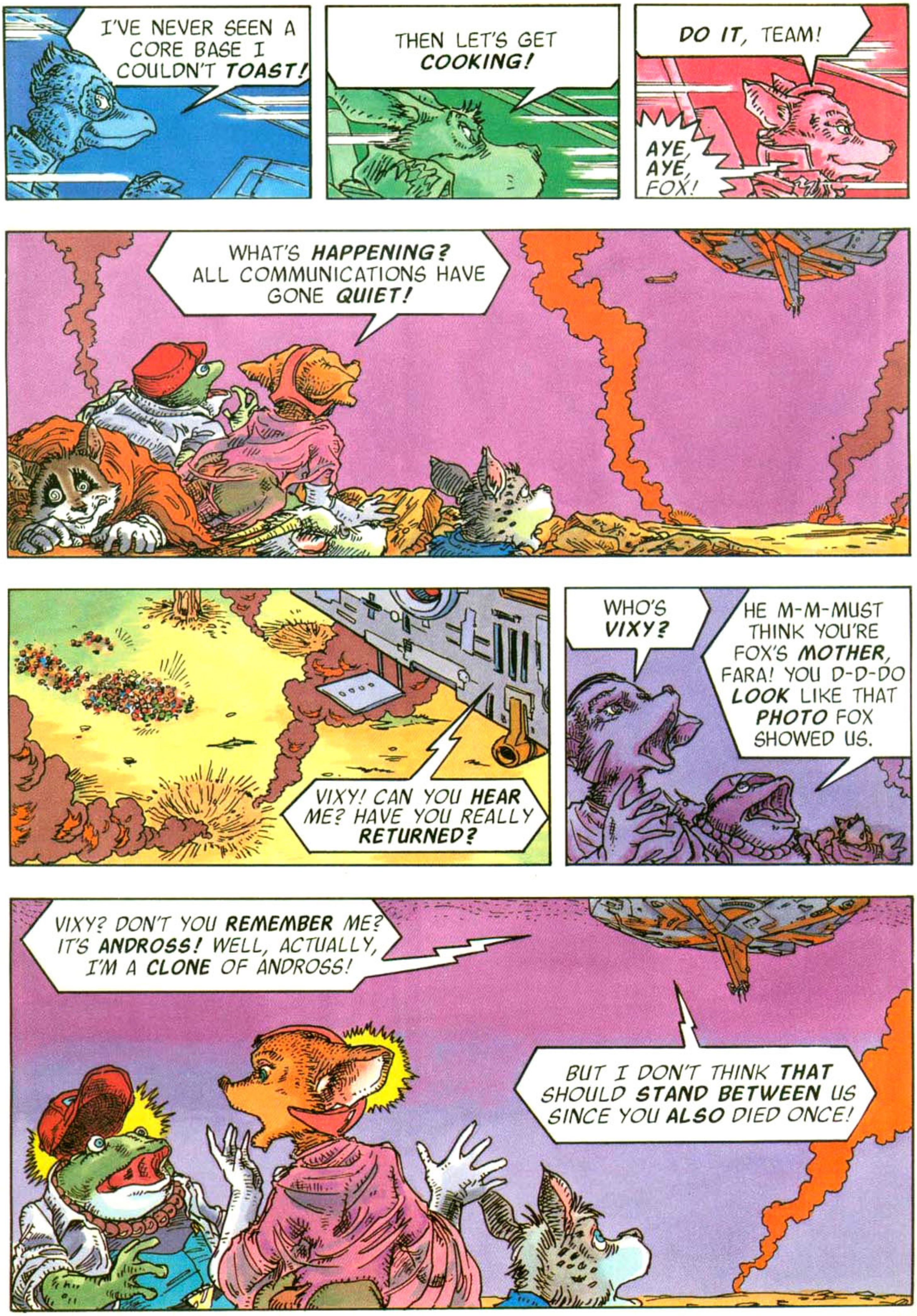
STAR FOX

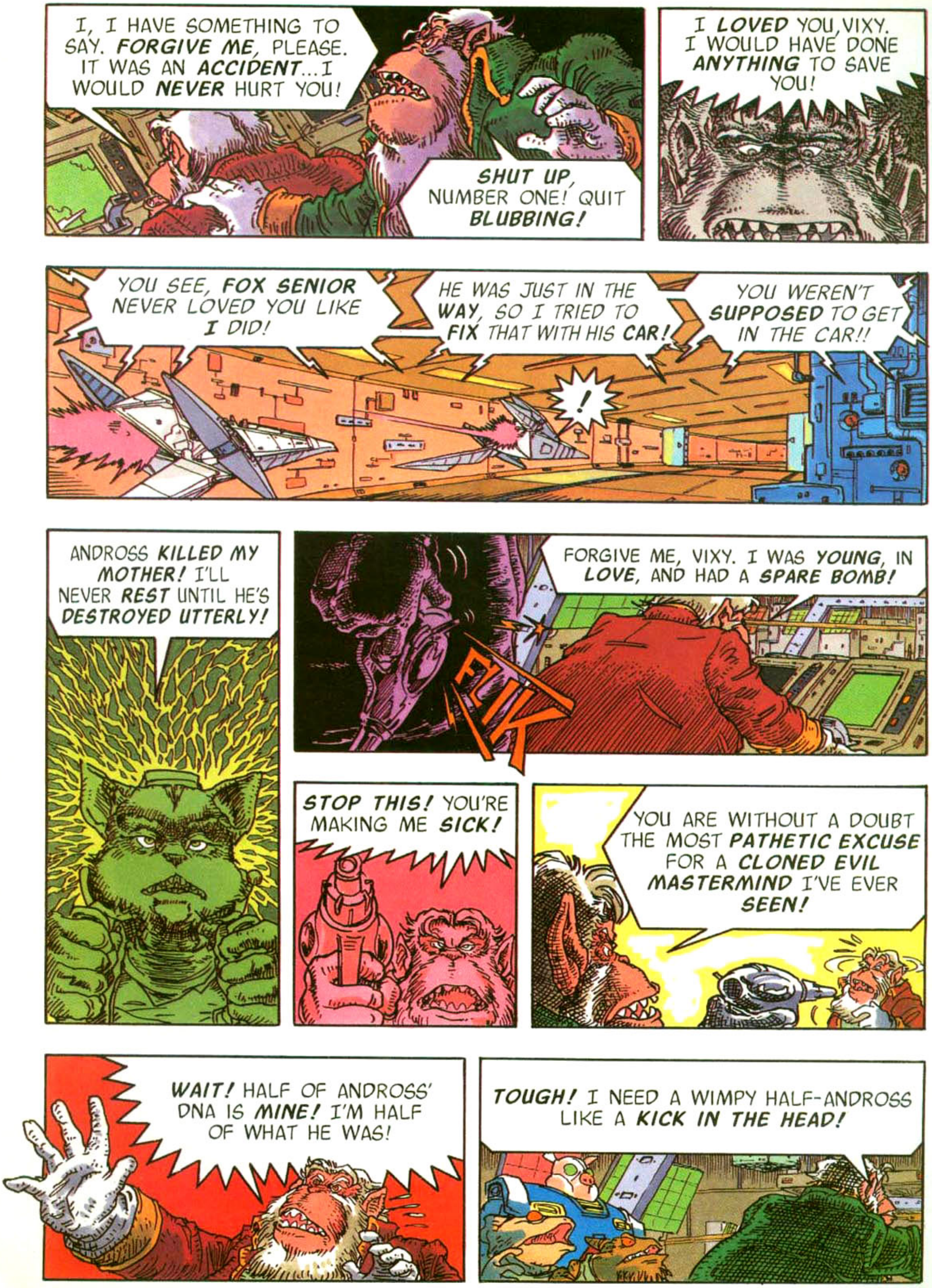
ACT. 11 HELLO, GOODBYE

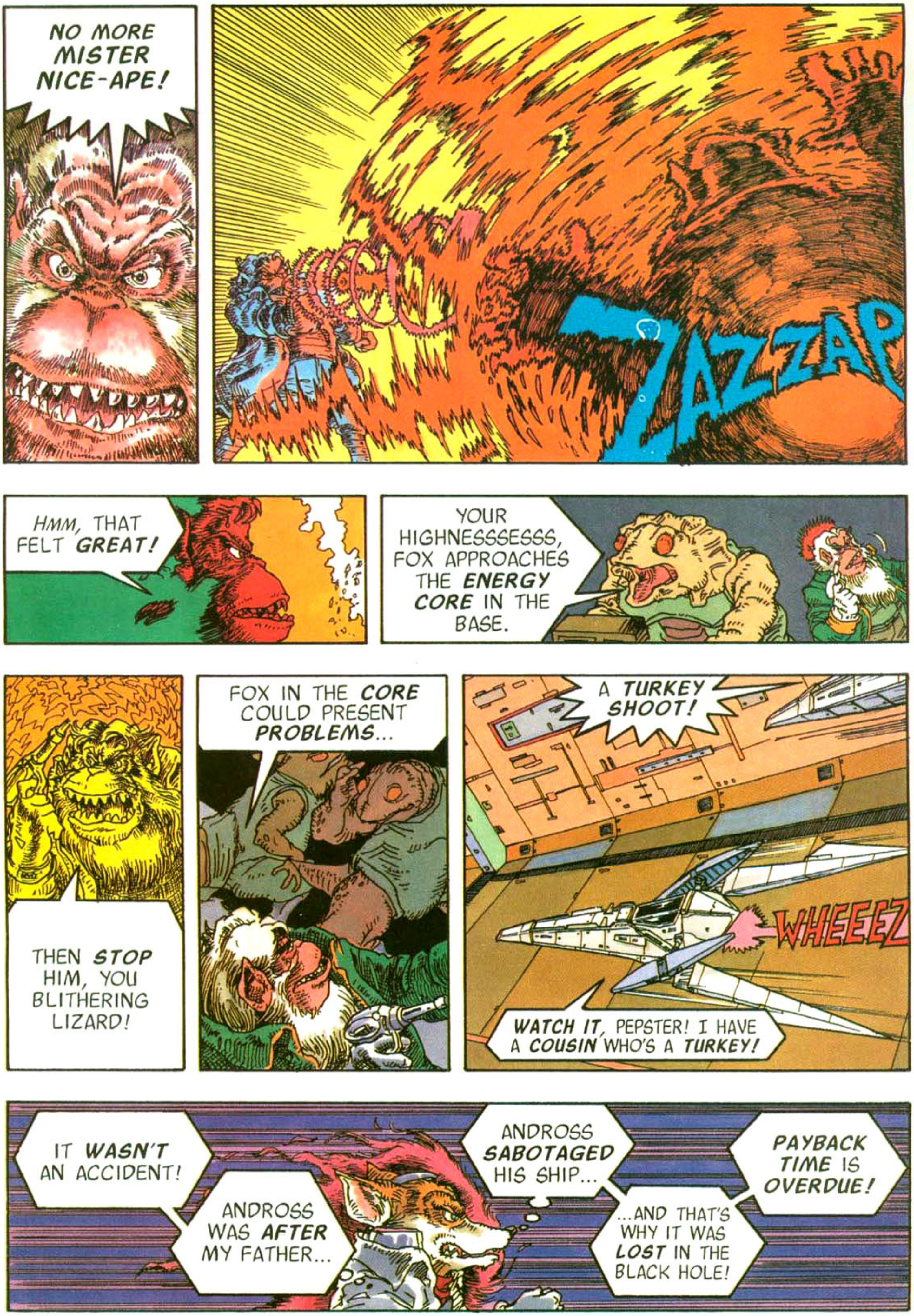

VIXY! CAN IT *REALLY* BE YOU?
WHAT ARE YOU *GOING ON* ABOUT?
WHAT? YOU DON'T *REMEMBER* HER?
SHE WAS THE MOST *BEAUTIFUL* CREATURE IN THE LYLAT SYSTEM!
SO, WHY SHOULD *I* CARE?
SHE'S IN DANGER!

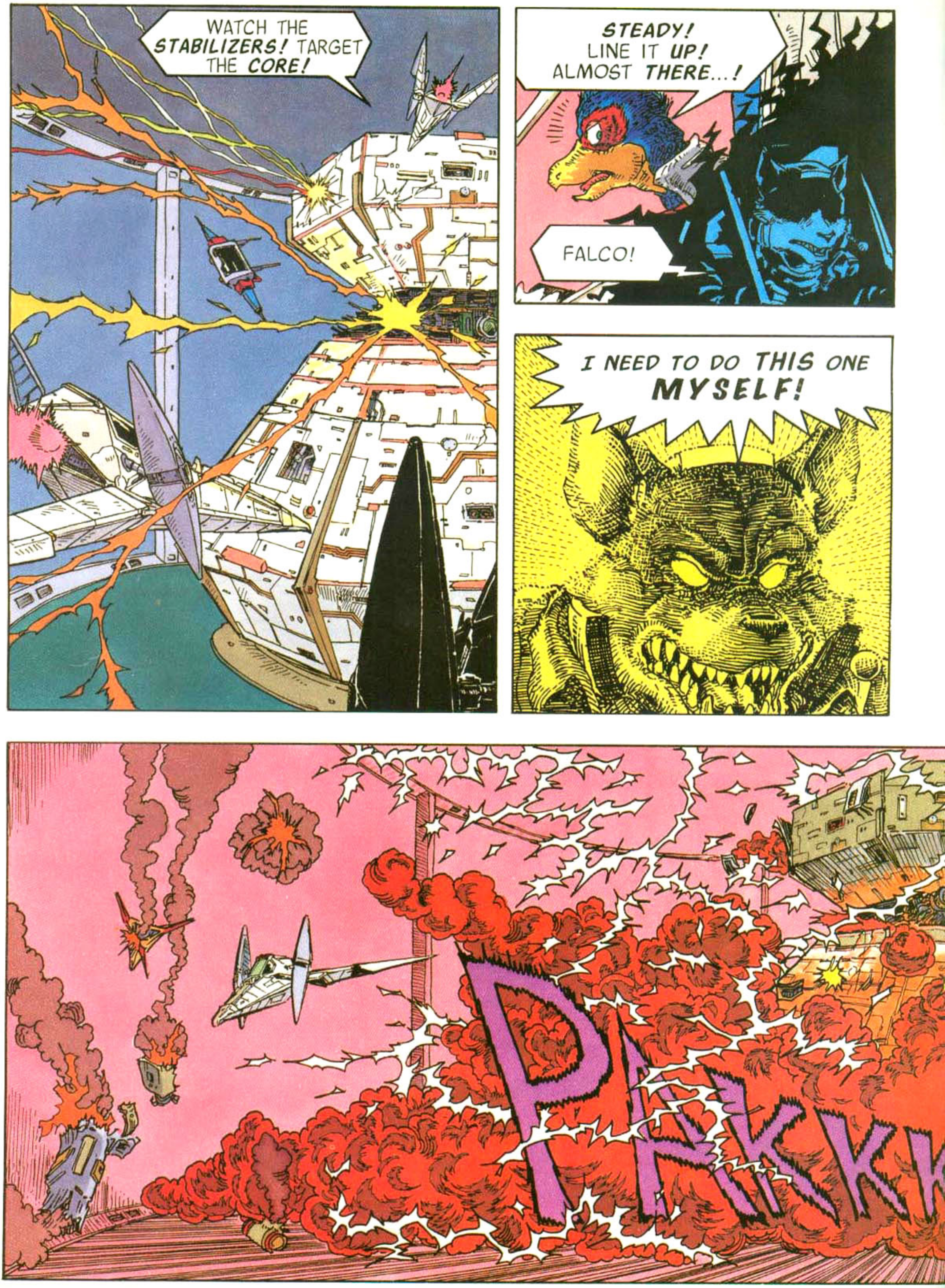

WHY DO THEY DISSSAGREE?
SOMETHING WENT WRONG IN THE TRANSSSFORMATION
PHYSICALLY, THEY'RE IDENTICAL, BUT THEIR MINDSSS ARE DIFFERENT!
ATTENTION ALL SHIPS! RETURN TO BASE!
WHAT ARE YOU DOING? ARE YOU INSANE?
REPEAT, RETURN TO BASE!
!
AMIGA

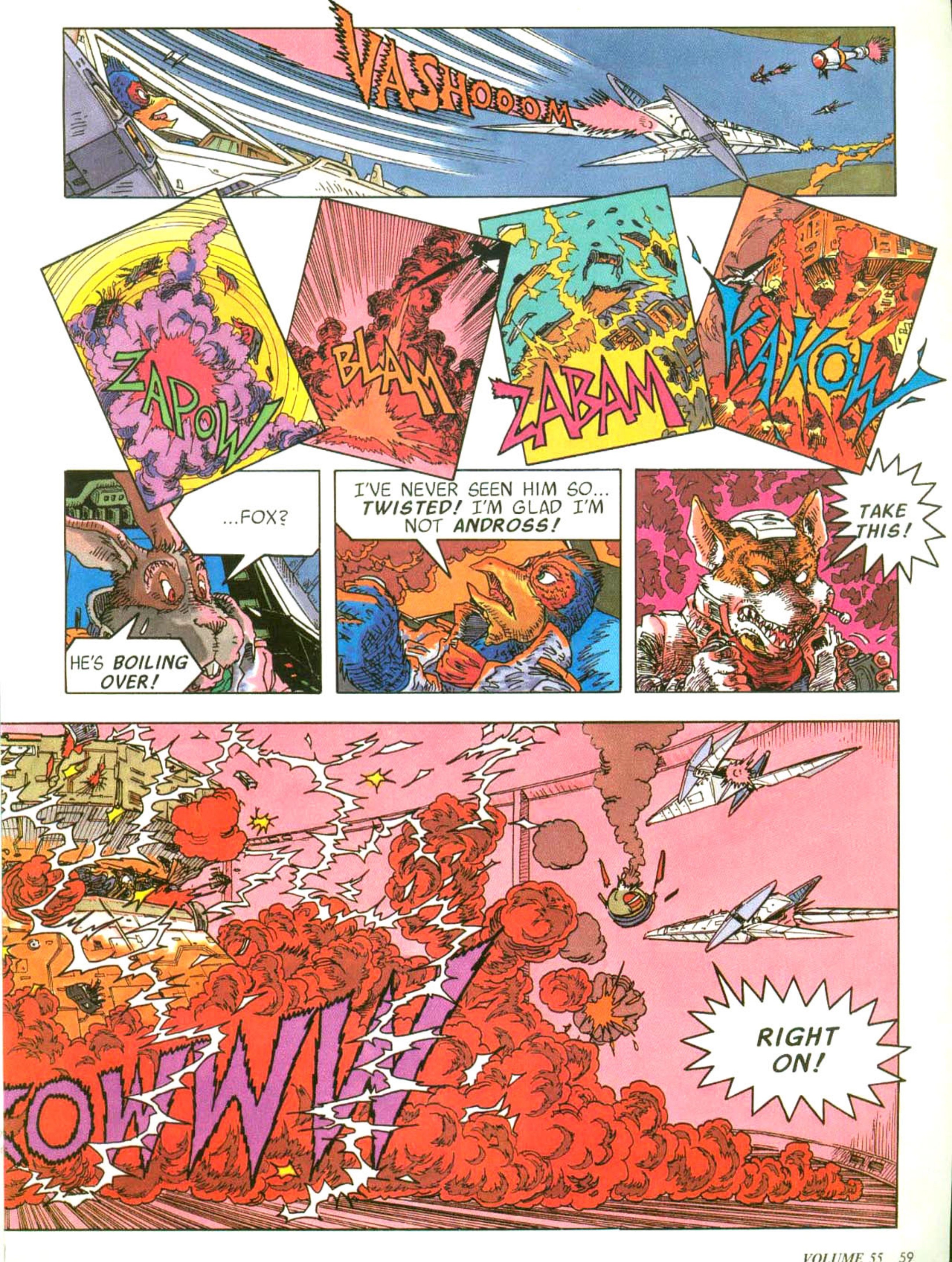

?
THEY'VE **STOPPED** THEIR **AIR ATTACK!** I DON'T **UNDERSTAND!**
BE **CAREFUL**, FOX. I SMELL A **TRAP!**
TRAP OR **NOT**, WE'VE **GOT** TO TAKE THIS **CHANCE!**
FOLLOW ME INTO THE **CORE BASE!**

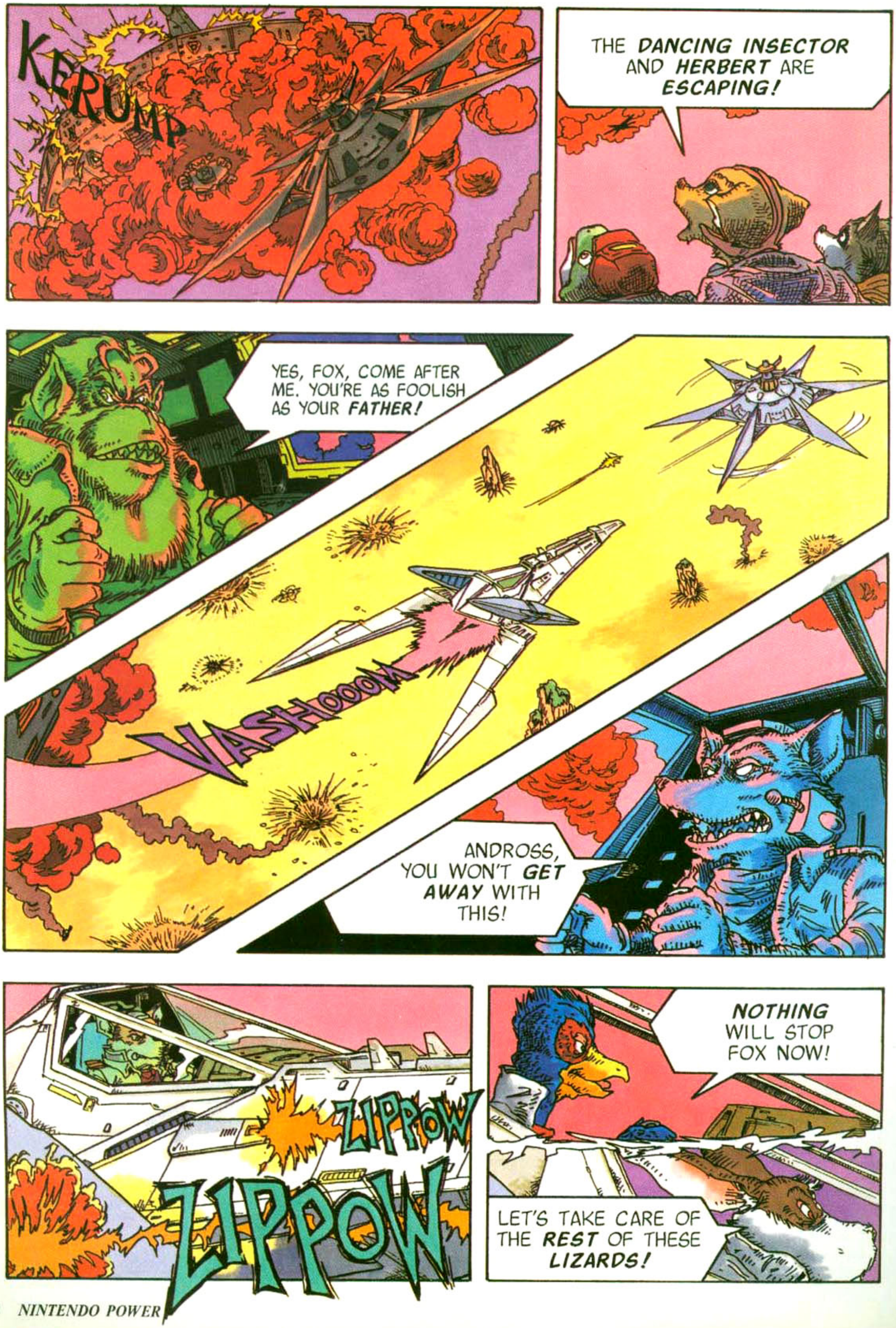

I'VE NEVER SEEN A CORE BASE I COULDN'T **TOAST!**
THEN LET'S GET **COOKING!**
DO IT, TEAM!
AYE, AYE, *FOX!*
WHAT'S **HAPPENING?** ALL COMMUNICATIONS HAVE GONE **QUIET!**
*VIXY! CAN YOU **HEAR** ME? HAVE YOU REALLY **RETURNED?***
WHO'S ***VIXY?***
HE M-M-MUST THINK YOU'RE FOX'S ***MOTHER***, FARA! YOU D-D-DO ***LOOK*** LIKE THAT ***PHOTO*** FOX SHOWED US.
*VIXY? DON'T YOU **REMEMBER** ME? IT'S **ANDROSS!** WELL, ACTUALLY, I'M A **CLONE** OF ANDROSS!*
*BUT I DON'T THINK **THAT** SHOULD **STAND BETWEEN** US SINCE YOU **ALSO** DIED ONCE!*

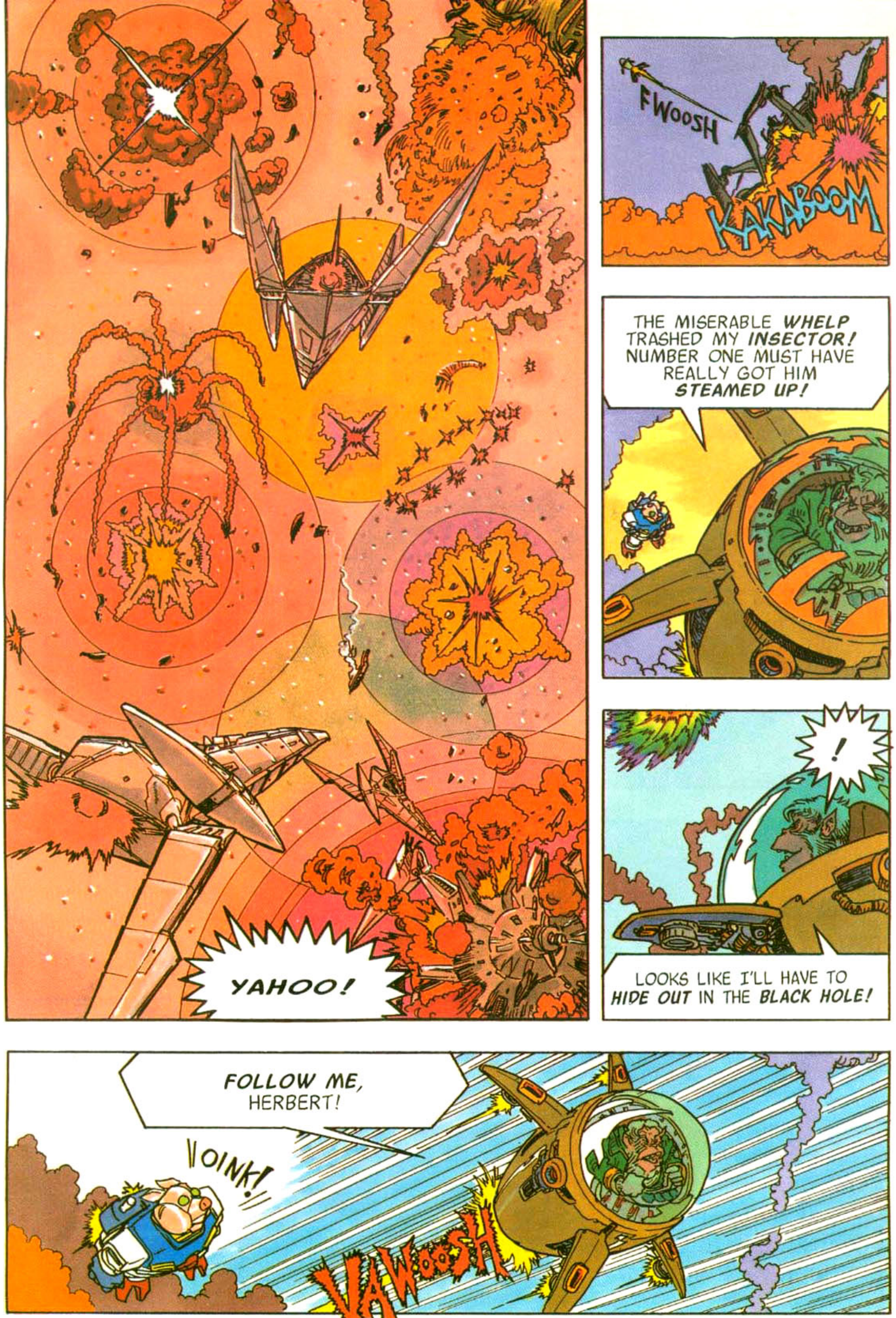

I, I HAVE SOMETHING TO SAY. FORGIVE ME, PLEASE. IT WAS AN ACCIDENT... I WOULD NEVER HURT YOU!
SHUT UP, NUMBER ONE! QUIT BLUBBING!
I LOVED YOU, VIXY. I WOULD HAVE DONE ANYTHING TO SAVE YOU!
YOU SEE, FOX SENIOR NEVER LOVED YOU LIKE I DID!
HE WAS JUST IN THE WAY, SO I TRIED TO FIX THAT WITH HIS CAR!
YOU WEREN'T SUPPOSED TO GET IN THE CAR!!
!
ANDROSS KILLED MY MOTHER! I'LL NEVER REST UNTIL HE'S DESTROYED UTTERLY!
FORGIVE ME, VIXY. I WAS YOUNG, IN LOVE, AND HAD A SPARE BOMB!
FLIK
STOP THIS! YOU'RE MAKING ME SICK!
YOU ARE WITHOUT A DOUBT THE MOST PATHETIC EXCUSE FOR A CLONED EVIL MASTERMIND I'VE EVER SEEN!
WAIT! HALF OF ANDROSS' DNA IS MINE! I'M HALF OF WHAT HE WAS!
TOUGH! I NEED A WIMPY HALF-ANDROSS LIKE A KICK IN THE HEAD!

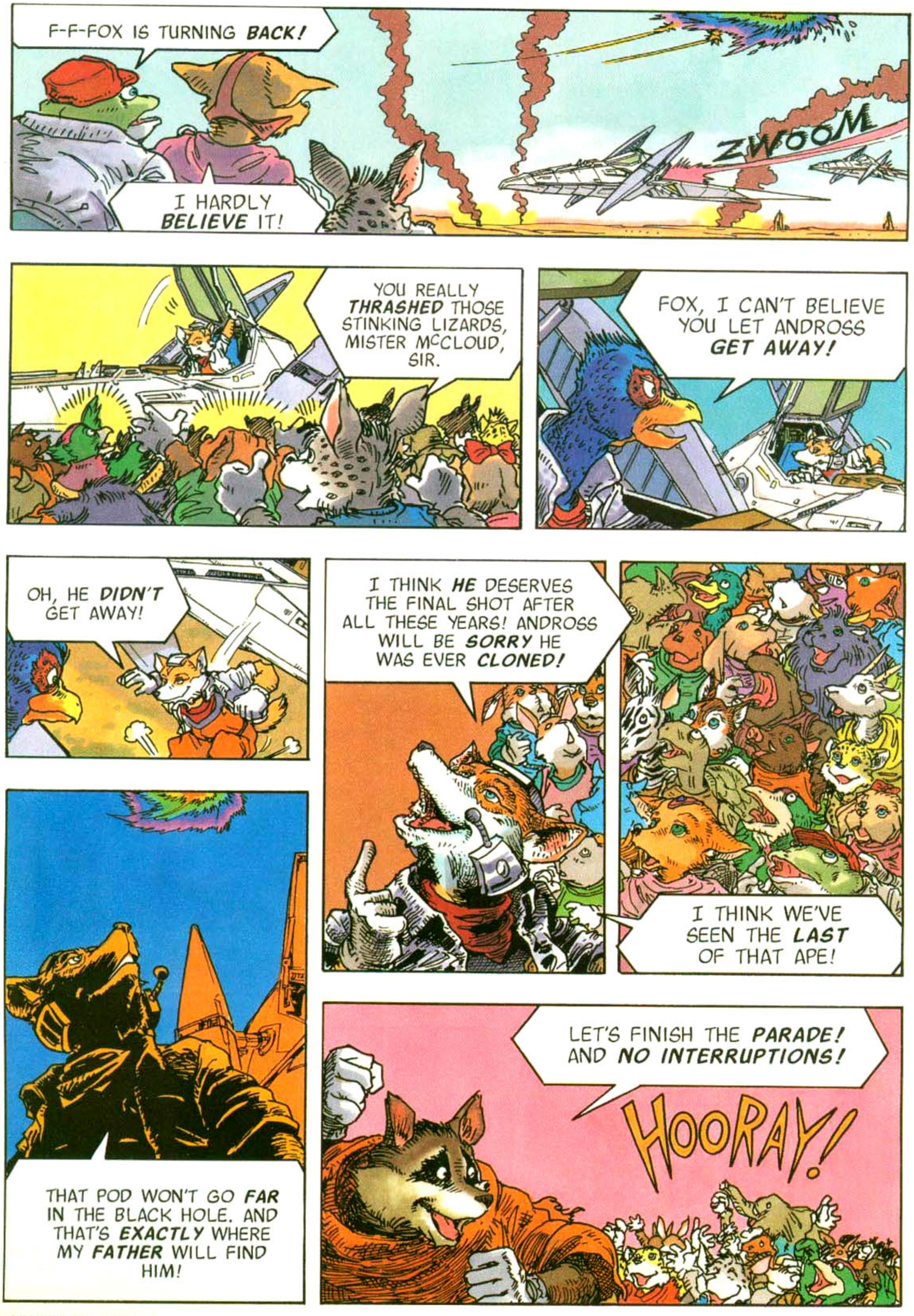

NO MORE MISTER NICE-APE!
ZAZZAP
HMM, THAT FELT GREAT!
YOUR HIGHNESSSSESSS, FOX APPROACHES THE ENERGY CORE IN THE BASE.
THEN STOP HIM, YOU BLITHERING LIZARD!
FOX IN THE CORE COULD PRESENT PROBLEMS...
A TURKEY SHOOT!
WHEEEZ
WATCH IT, PEPSTER! I HAVE A COUSIN WHO'S A TURKEY!
IT WASN'T AN ACCIDENT!
ANDROSS WAS AFTER MY FATHER...
ANDROSS SABOTAGED HIS SHIP...
...AND THAT'S WHY IT WAS LOST IN THE BLACK HOLE!
PAYBACK TIME IS OVERDUE!

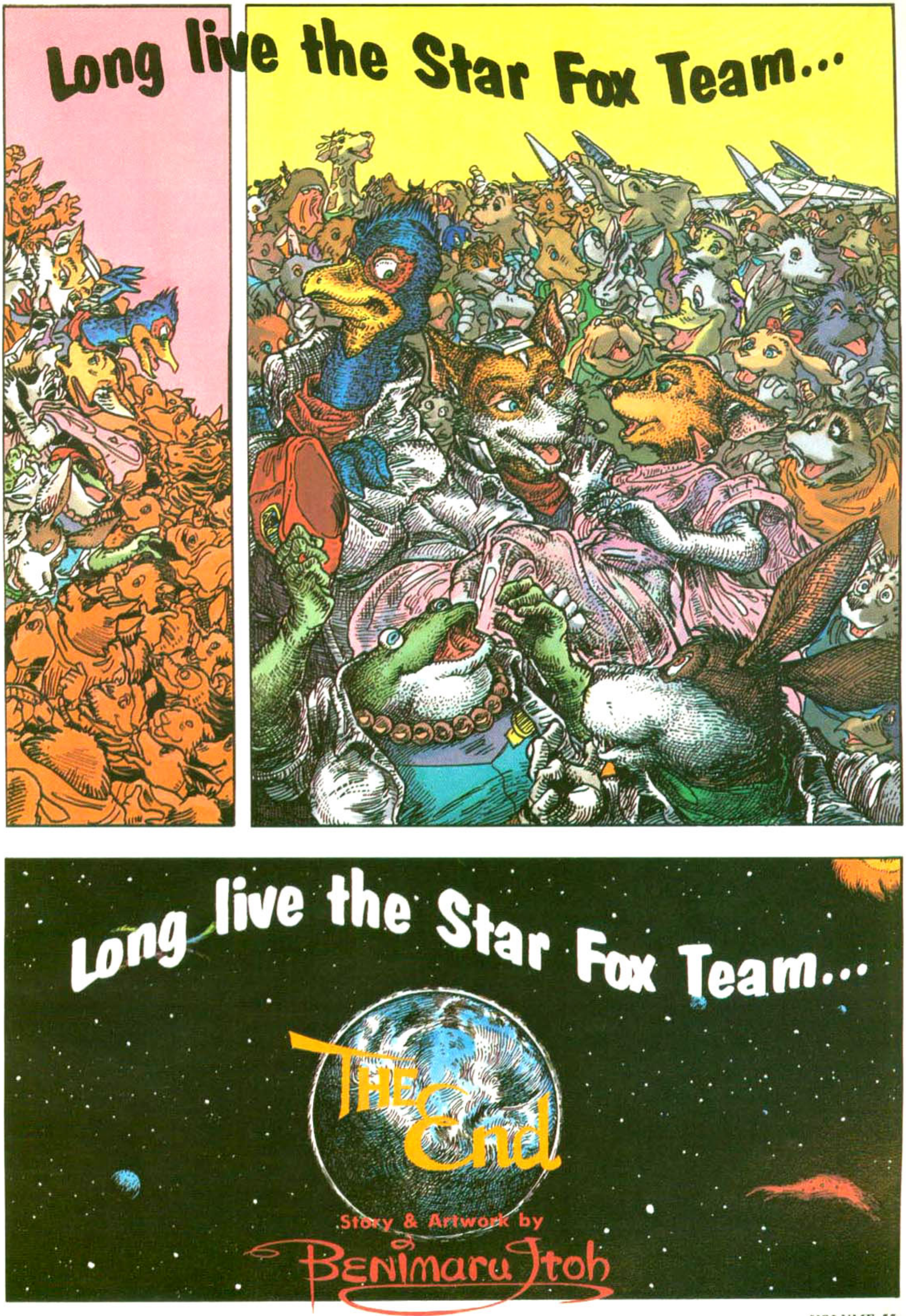

WATCH THE STABILIZERS! TARGET THE CORE!
STEADY! LINE IT UP! ALMOST THERE...!
FALCO!
I NEED TO DO THIS ONE MYSELF!
PAKKK

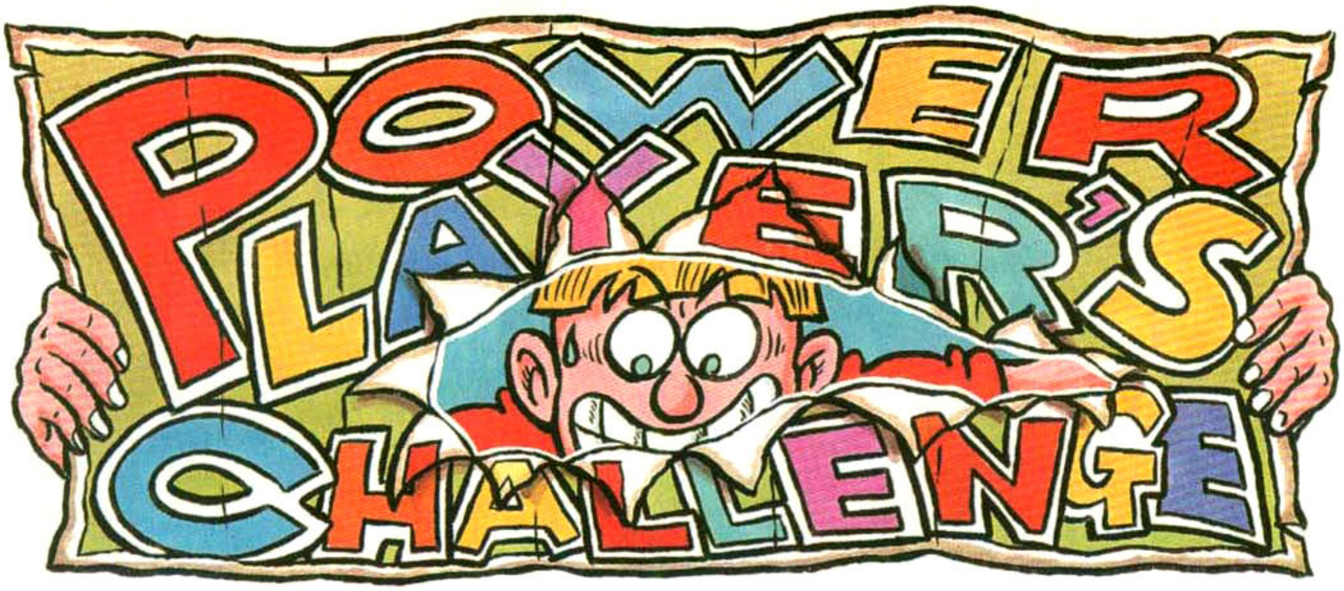

VASHOOOM
ZAPOW
BLAM
ZABAM
KAKOW
...FOX?
HE'S **BOILING OVER!**
I'VE NEVER SEEN HIM SO... **TWISTED!** I'M GLAD I'M NOT **ANDROSS!**
TAKE THIS!
OWWW
RIGHT ON!


KERUMP
THE DANCING INSECTOR AND HERBERT ARE ESCAPING!
YES, FOX, COME AFTER ME. YOU'RE AS FOOLISH AS YOUR FATHER!
VASHOOOM
ANDROSS, YOU WON'T GET AWAY WITH THIS!
ZIPPOW
ZIPPOW
NOTHING WILL STOP FOX NOW!
LET'S TAKE CARE OF THE REST OF THESE LIZARDS!


YAHOO!
FWOOSH
KAKABOOM
THE MISERABLE *WHELP* TRASHED MY *INSECTOR!* NUMBER ONE MUST HAVE REALLY GOT HIM *STEAMED UP!*
!
LOOKS LIKE I'LL HAVE TO *HIDE OUT* IN THE *BLACK HOLE!*
FOLLOW ME, HERBERT!
OINK!
VAWOOSH


F-F-FOX IS TURNING **BACK!**
I HARDLY **BELIEVE** IT!
ZWOOM
YOU REALLY **THRASHED** THOSE STINKING LIZARDS, MISTER McCLOUD, SIR.
FOX, I CAN'T BELIEVE YOU LET ANDROSS **GET AWAY!**
OH, HE **DIDN'T** GET AWAY!
I THINK **HE** DESERVES THE FINAL SHOT AFTER ALL THESE YEARS! ANDROSS WILL BE **SORRY** HE WAS EVER **CLONED!**
I THINK WE'VE SEEN THE **LAST** OF THAT APE!
THAT POD WON'T GO **FAR** IN THE BLACK HOLE. AND THAT'S **EXACTLY** WHERE MY **FATHER** WILL FIND HIM!
LET'S FINISH THE **PARADE!** AND **NO INTERRUPTIONS!**
HOORAY!


Long live the Star Fox Team...
Long live the Star Fox Team...
THE End
Story & Artwork by
Benimaru Itoh



Here is the last batch of challenges for 1993. Think you can beat any of these? Hurry up and send in a photo so you can be one of the first Power Players of the New Year. Players are still sending in high scores, so we'll be back next year with a whole page of great challenges, plus the all-new Super Challenge. Tune in next month and check it out!

CHALLENGE

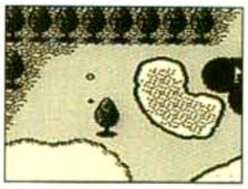
SHADOWRUN

How low can you keep your body score and still defeat the game?

Power-up your magic score so you can heal often!

GOLF

What is your lowest score after 18 holes?



Use the save feature to keep your score low.

R. C. PRO-AM

How many trophies can you win?

The better you race, the more trophies you'll win.

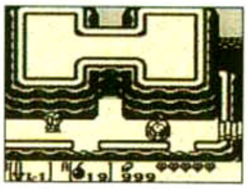
PILOTWINGS

Can you get perfect scores on all four events on the fourth stage?

Take a photo of each scoring screen.

THE LEGEND OF ZELDA: LINK'S AWAKENING

What is the fewest number of Hearts you can wake the Wind Fish with?



Avoid picking up the Heart Fragments when you find them.

FINAL FANTASY

Can you defeat Chaos with four White Wizards in your party?

It will take some careful planning to succeed.

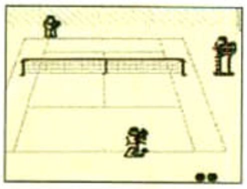
THE ADDAMS FAMILY

Can you finish the game without picking up any extra Hearts?

Rescue the family before it's too late.

TOP RANK TENNIS

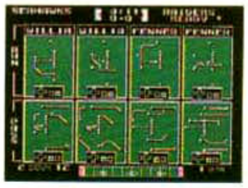
How soundly can you beat Master Joe, the top-ranked player?



Show us a photo of your widest margin of victory.

TECMO SUPER BOWL

How many yards rushing can you tally by the end of the season?



Try not to pass the ball on your road to victory.

POWER PLAYERS

SUPER BLACK BASS

Biggest Bass Caught.

John Dorton Speedway, IN	24lbs 11oz
John Bestor Kansas City, MO	24lbs 4oz
Keith Simpson Fresno, CA	24lbs 3oz
Doug Schultz Urania, LA	24lbs 1oz
Ray Baldrick Cincinnati, OH	23lbs 11oz
Brian Heasley Presto, PA	22lbs 8oz
Lance Weeden Bristol, TN	22lbs 6oz
Bryan Padgett Winter Garden, FL	21lbs 2oz
Anthony Keller Memphis, TN	20lbs 2oz

FINAL FANTASY MYSTIC QUEST

Fastest time to Doom Castle.

Brain Bauer Ashwaubenon, WI	2:54
Eric Entyre Boise, ID	3:37
Terry Tolman Ogden, UT	4:54
Jason Mikle Cottage Grove, MN	5:08
Shane Perea Denver, CO	5:15
Alan Goodman New Hartford, NY	6:30

YOSHI

Highest Scores.

Casey Hench Enola, PA	36,775
Kelly McCoy Beaverton, OR	29,465
Verna Osburn Sacramento, CA	20,915
Louis Buono Brooklyn, NY	16,905
Aldvich Bautista Vallejo, CA	12,885
Karl Warsup Gastonia, NC	11,560

SUPER STAR WARS

Highest Score after finishing.

Jeffery Kelly Lilburn, GA	1,142,700
Aaron Schoenhofer Girard, KS	304,450

SUPER SCOPE 6

Highest Scores on Mole Patrol.

Clint Alvarez San Antonio, TX	615,498
Jesse McCormack Des Lacs, ND	598,482
Nicholas Sellazzo Cornwall Hudson, NY	591,712

WORDTRIS

Highest Scores.

Victor Hohnberger Albuquerque, NM	279,739
Joyce Thompson Long Beach, CA	246,230
Sonmi Copeland Lawton, OK	120,994
Darlene Gochnauer Willow Street, PA	119,522

BATTLE CLASH

Best time on the Time Trial.

Jason Shea Colorado Springs, CO	1:31:76
Rick Fisher Grand Haven, MI	1:37:57
Peter Chase Ft. Leavenworth, KS	1:47:18

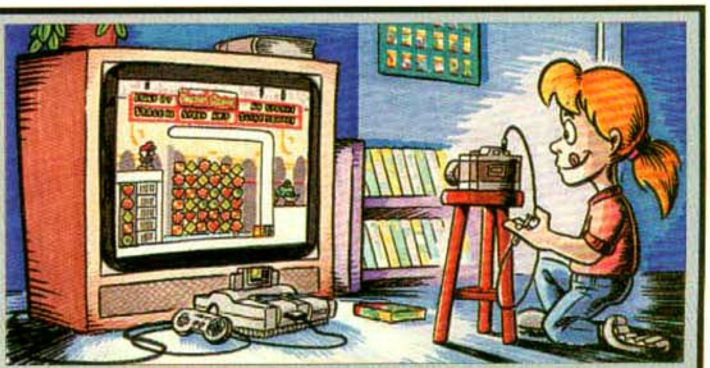
BART'S NIGHTMARE

Best Grades.

James Sakai Richmond, CA	284,240	A+
Orson Rosas Wallington, NJ	171,945	A+
Karian Fung Brooklyn, NY	127,605	A+
Wayne Bothe Louisville, KY	269,900	B+
D. Green Las Vegas, NV	187,950	B+

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.



Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

TOM and JERRY™

Frantic Antics!

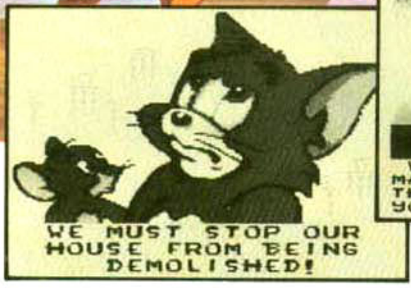
Robyn has run away from her cruel Aunt Figg, but she is unable to find her missing father. Only Tom and Jerry can piece together the clues and reunite Robyn and her father. Can they save her in time? Grab your Game Boy and find out!

© 1993 Turner Entertainment Co. Published by Hi-Tech Expressions

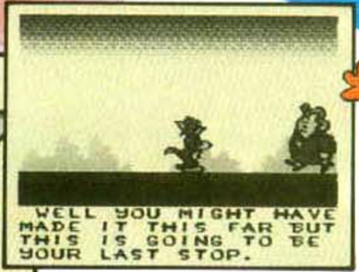
RESCUE ROBYN

THE ADVENTURE BEGINS

Tom and Jerry are arriving soon in their second big Game Boy title by Hi-Tech. The popular cartoon heroes are evicted from their home at the beginning of the game and must find a new place to stay. During his search, Jerry stumbles across Robyn, a young runaway girl. After learning that she is searching for her real father, Tom and Jerry put aside the search for a new home, and help her find her family. Along the way, they are confronted with danger from all directions. *Tom and Jerry: Frantic Antics!* is a 1 or 2-Player action game with good graphics and easy-to-understand play control. There are ten stages of increasing difficulty that will challenge most Game Boy players. If things get too tough, the password feature is a great help when you run out of Continues.

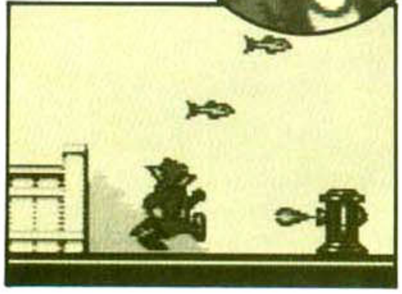


WE MUST STOP OUR HOUSE FROM BEING DEMOLISHED!



WELL YOU MIGHT HAVE MADE IT THIS FAR BUT THIS IS GOING TO BE YOUR LAST STOP.

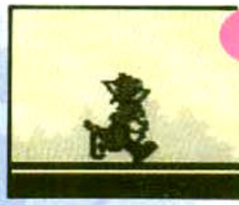
After you escape from your destroyed home, you must try to reunite Robyn with her father.



CONTROLLING TOM & JERRY

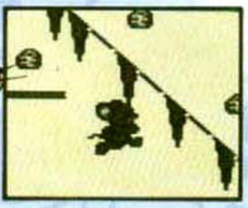
ALL THE RIGHT MOVES!

Both Tom and Jerry move similarly throughout the game. Take the time to learn these moves to ease your journey. Because you only have one attack to use, you should avoid the enemy whenever possible.



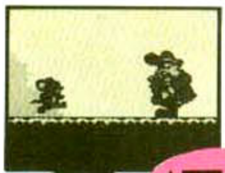
RUN

By holding down the B Button, Tom and Jerry can run. Use this to escape from enemies or to jump great distances.



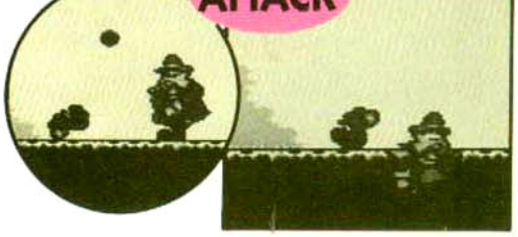
JUMP

Press the A Button to jump up in the air. By pressing Left or Right on the controller, you can jump to one side.



The only way you can attack enemies is with the Roll Attack. Hold the B Button to run, then press Down to attack.

ATTACK

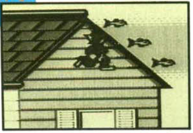


USEFUL ITEMS

FIND THESE TO AID YOUR QUEST

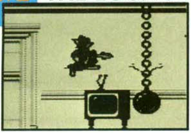
Most of these Items can be found spread throughout the stages of the game. Collect all that you find to boost your score and help you along the way.

LV1: THE STREET



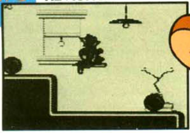
Tom must work his way through the hazards of the street to find his house. Can he make it before his home is destroyed?

LV2: THE LOUNGE



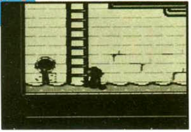
When Tom enters his house, he finds out that the wrecking crew is already at work. Hurry and get out of the house before it's too late.

LV3: THE LOUNGE REVISITED

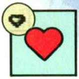


After Tom escapes from his house, he realizes that Jerry is still inside. Rush through the house and rescue him as fast as you can.

LV4: THE ALLEY

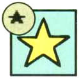


Jerry explores the sewers and back alleys in search of a new home. Along the way he discovers Robyn, a lost little girl.



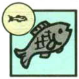
HEART

Finding a Heart will add a 1-Up to your total number of lives. If you find one of these, be sure to pick it up.



STAR

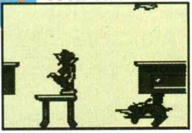
If you find a Star, your lifeline will be completely refilled. Try to save these until you need them.



FISH

If you are playing Tom, try to collect all the Fish possible. You get extra points for each Fish you find.

LV5: THE KITCHEN

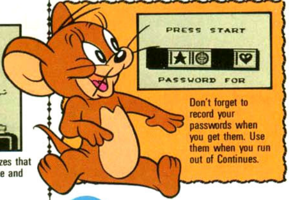


Ferdinand the dog will try to stop you at all costs. Avoid the dog and all the other culinary hazards as you enter Robyn's evil aunt's house.

10 LEVELS

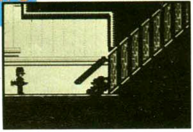
A DIFFICULT ADVENTURE

Each stage in the game offer a new challenge for you to master. You must work your way past all the enemies to return Robyn to her father.

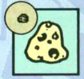


Don't forget to record your passwords when you get them. Use them when you run out of Continues.

LV6: THE LIBRARY

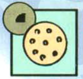


There is an important telegram hidden in the Library. Explore the hidden passages to find the telegram. What does it say?



CHEESE

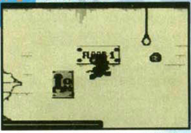
If you are playing Jerry, you collect Cheese instead of Fish. Change them for points at the end of the stage.



PIZZA

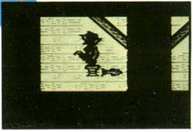
There are four pieces of Pizza in each stage of the game. Try to collect all four pieces to boost your score.

LV7: DR. APPLECHEEK'S BASEMENT



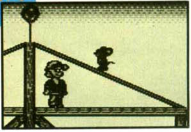
Escape from Dr. Applecheek's Basement before it's too late! When the lights go out, you must find the light switch to find your way.

LV8: THE ATTIC



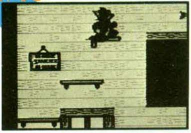
Find Robyn's backpack in the attic of Aunt Figg's house. She can't escape from her evil aunt without it. Jerry's spring shoes will help you find it.

LV9: THE CARNIVAL



One of the balloons at the carnival has Robyn's locket attached to it. Jerry must find it before Robyn can return home.

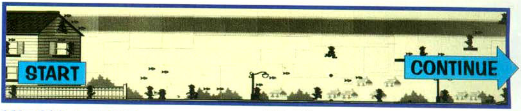
LV10: THE CABIN



Tom and Jerry have found Robyn's father, only he is trapped in a burning cabin. Rescue him from the flames, and reunite him with his daughter.

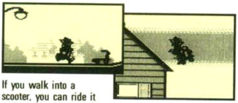
THE STREET LEVEL 1

OFF TO THE HOUSE



Hurry Tom! Get back home before the wrecking crew starts tearing down the house. The street is in pretty bad condition, so avoid the sink holes and broken fire hydrants. Try borrowing a scooter for a little extra speed.

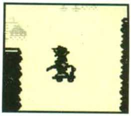
HITCH A RIDE



If you walk into a scooter, you can ride it as long as you want. Press the B Button to hop off.

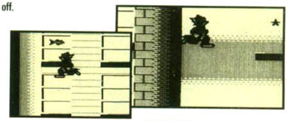
SINK HOLES

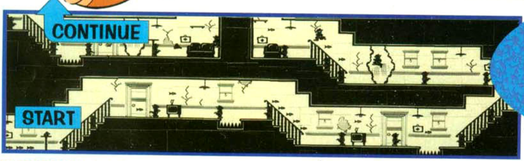
Watch out! As you ride your scooter, avoid falling off the edge of the road. If you do, you will lose one of your lives.



CLIMB BUILDINGS

Be sure to climb up the building to find hidden Items. You can leap from windowsill to windowsill to work your way up. You may need to jump off the edge of buildings to find some hidden items.



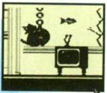


THE LOUNGE LEVEL 2

MAKE YOUR WAY TO SAFETY

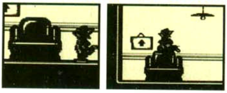
As soon as you make it back home, the wrecking crew sets to work on your house. Escape from the house before you get caught in the falling rubble. Don't worry about collecting all the Fish, or you may find yourself stuck in a dead end.

WRECKING BALL



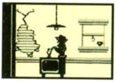
Just when you think it safe to run, a wrecking ball swings down and takes you for a ride. If you see one swing at you, jump over it.

BOUNCING ON CHAIRS



Tom can jump high enough to reach some of the areas overhead. If you press the A Button just as you are landing on a chair, you will spring high enough to reach the upper areas.

SECRET ROOMS



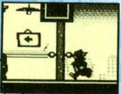
Press against some of the walls as you work your way through the game. Sometimes a secret room is hidden where you least expect it.

THE LOUNGE REVISITED LEVEL 3

JERRY IS IN DANGER

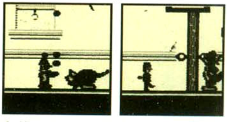
After escaping from the falling house, Tom's conscience urges him to re-enter it. Working his way back through the rubble, Tom looks for his lost friend Jerry. Search the upper area of the house to find him.

BACK INTO THE HOUSE



Things have changed when you go back into the house. The halls are full of runaway skateboards and renegade toys. Work your way up to the top floor before the roof falls on your head. Hurry!

NEW ENEMIES

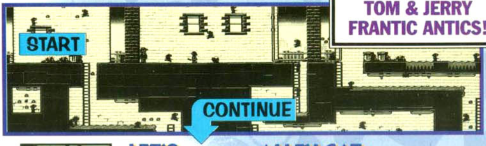


Avoiding all of the new enemies can be tough. Use the Rolling Attack to clear your path. If you time it correctly, you won't be hurt!

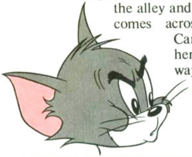
THE ALLEY

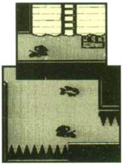
LEVEL 4

FIND ROBYN



After Tom and Jerry escape from their old house, the search for a new home begins. While Jerry searches the alley and sewers, he comes across Robyn. Can you help her find her way home?

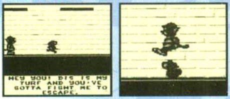




LET'S SWIM

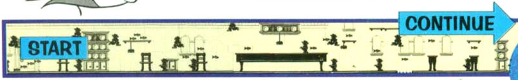
Because Tom doesn't like water, Jerry is stuck searching the sewers. Swimming is easy for a mouse, but watch out for the Fish; those teeth are sharp. When you hop back to land, run against the current to avoid being washed away.

ALLEY CAT



HEY YOU! DIS IS MY TURF AND YOU'VE GOTTA FIGHT ME TO ESCAPE.

Before Jerry can rescue Robyn, he must first defeat the big Alley Cat. Use the Rolling Attack to take him out.

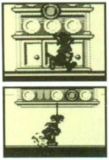


THE KITCHEN

LEVEL 5

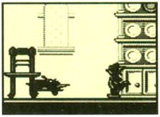
WATCH OUT FOR FERDINAND!

Only Aunt Figg knows who Robyn's parents really are. Tom must sneak into the house before he can reunite Robyn with her family. Getting through the kitchen can be tricky!



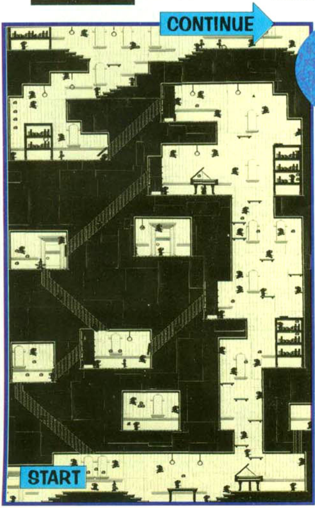
WATCH YOUR HEAD

The kitchen can be a deadly place for an intruder. Keep a lookout for falling objects as you work through the kitchen. Remember to use the B Button to speed up, avoiding falling plates and attacking spiders.



BAD DOG

Aunt Figg's dog, Ferdinand, is guarding the kitchen. You can jump over him when he runs at you, but don't stand in one place for very long or he'll get you!

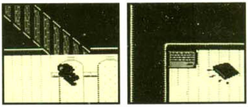


LEVEL 6

THE LIBRARY

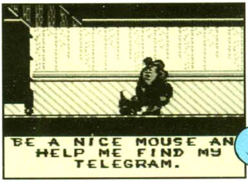
FIND THE TELEGRAM

Jerry searches the Library for the lost Telegram. If he can find it, he and Tom will know where to take Robyn. Search inside all of the hidden areas to get all of the bonus Items. When you climb up the bookshelves be careful of flying books.



USE THE DUCTS

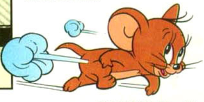
The trick to finding all of the different hidden areas is using the airducts. If you hop inside of one, Jerry will slide down to a new area. Remember which ducts you have already explored so you don't miss anything.



BE A NICE MOUSE AN HELP ME FIND MY TELEGRAM.

WHO'S ROBYN'S FATHER?

Who is Robyn's father? If you can save him from the cabin fire in the final stage, the mystery will be solved. Good Luck!



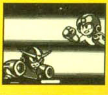
MEGA MAN™ IV

THE NEW MEGA MAN'S HERE!

That's right—it's time to get ready for yet another exciting chapter in the Game Boy Mega adventure series from Capcom, one of your favorite sources of finger-tingling action and adventure games. Mega Man IV for Game Boy draws from some of the elements that made up the incredible Mega Man IV and V for the NES to deliver one of the most powerful and fast-paced challenges your two hands have ever taken on. Plus, there are some new additions that will blow you and Dr. Wily's harrowing henchmen away. Try holding down the B Button for charged-up Power Shots from the Mega Buster, and don't pass up the particularly helpful purchases you can obtain in Dr. Right's shop. Best Mega Luck to you!

DR. WILY RETURNS . . .

No matter how many times our Mega hero faces the devious and demented Dr. Wily, he always manages to return and torment Mega Man with another perilous plot of doom and destruction. Justice has prevailed so far, but can our courageous crime fighter continue conquering Dr. Wily's campaigns of calamity? He has a new secret weapon named Ballade, whom you'll have the displeasure of meeting later, but Dr. Right has a trick up his sleeve for you too! You'll meet your new partner Beat after completing four levels.



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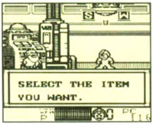
DR. RIGHT'S LAB

P-Chips are as good as gold, so grab them when you can. After completing each grueling level, head for Dr. Right's Lab to redeem those P-Chips for valuable Items.

2 P-Chips

8 P-Chips



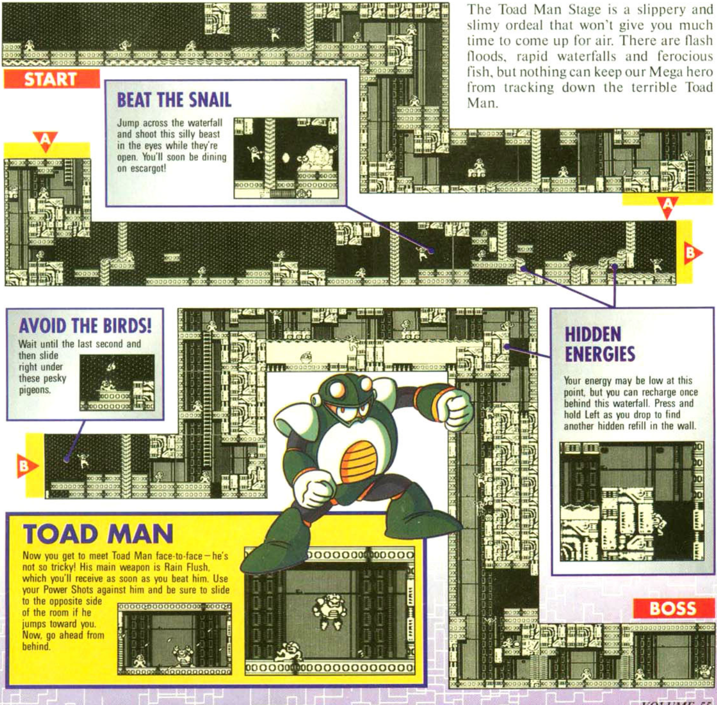
SELECT THE ITEM YOU WANT.

ITEMS

P-Chips	Item	Description
20	**SMALL E TANK**	Partial power will be restored when you partake in this puny Power-Up Item.
60	**LARGE E TANK**	Mega Man's energy will be fully restored when you access this large Energy Tank.
30	**W TANK**	Refill the power of any weapon by using up one of these tanks. P-Chips well-spent!
120	**S-TANK**	This recharges all weapons and energy.
50	**1-UP**	Buy this Item to store up on extra lives.
120	**AUTO-CHARGER**	This automatically recharges one weapon when empty.
80	**WEAPON CHARGER**	All weapons will be recharged with this Item.

TOAD MAN STAGE

The Toad Man Stage is a slippery and slimy ordeal that won't give you much time to come up for air. There are flash floods, rapid waterfalls and ferocious fish, but nothing can keep our Mega hero from tracking down the terrible Toad Man.



BEAT THE SNAIL

Jump across the waterfall and shoot this silly beast in the eyes while they're open. You'll soon be dining on escargot!

AVOID THE BIRDS!

Wait until the last second and then slide right under these pesky pigeons.

HIDDEN ENERGIES

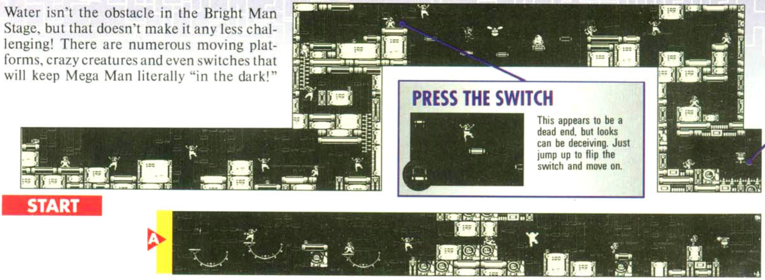
Your energy may be low at this point, but you can recharge once behind this waterfall. Press and hold Left as you drop to find another hidden refill in the wall.

TOAD MAN

Now you get to meet Toad Man face-to-face—he's not so tricky! His main weapon is Rain Flush, which you'll receive as soon as you beat him. Use your Power Shots against him and be sure to slide to the opposite side of the room if he jumps toward you. Now, go ahead from behind.

BRIGHT MAN STAGE

Water isn't the obstacle in the Bright Man Stage, but that doesn't make it any less challenging! There are numerous moving platforms, crazy creatures and even switches that will keep Mega Man literally "in the dark!"

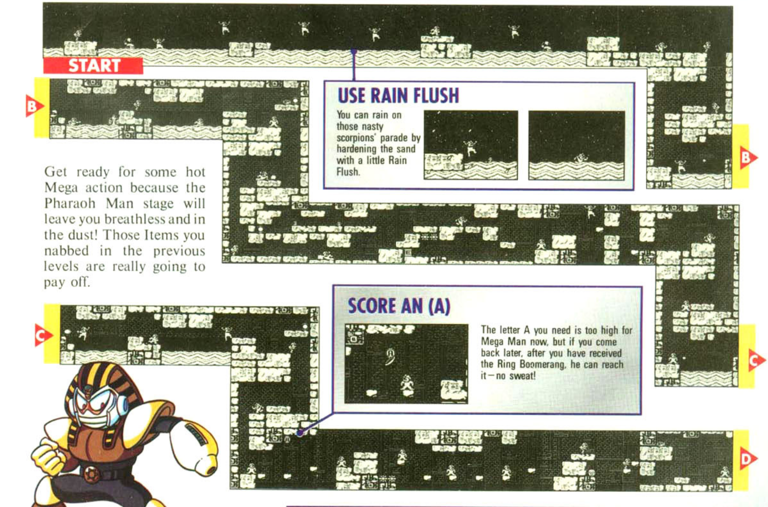


PRESS THE SWITCH

This appears to be a dead end, but looks can be deceiving. Just jump up to flip the switch and move on.

PHARAOH MAN STAGE

Get ready for some hot Mega action because the Pharaoh Man stage will leave you breathless and in the dust! Those Items you nabbed in the previous levels are really going to pay off.

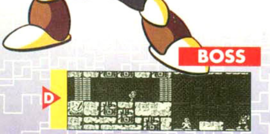


USE RAIN FLUSH

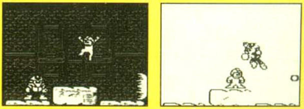
You can rain on those nasty scorpions' parade by hardening the sand with a little Rain Flush.

SCORE AN (A)

The letter A you need is too high for Mega Man now, but if you come back later, after you have received the Ring Boomerang, he can reach it—no sweat!



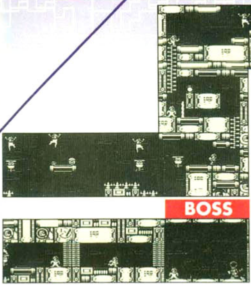
PHARAOH MAN

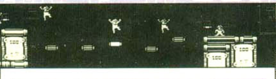


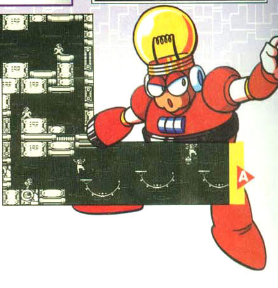
Pharaoh Man proves to be a rock-solid foe. Shoot from a high spot in the middle while using the Flash Stopper to slow him down.

DO THE ROBOT HOP

In such a treacherous place, it is hard to tell friend from foe. Luckily, you can use this guy's head to go over the spikes and gaps.

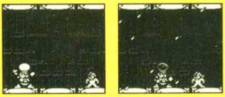






BRIGHT MAN

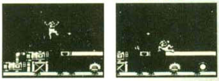
Thank goodness for the Rain Flush. It's the best thing against Bright Man's Flash Stopper. Beat him and his nasty weapon is yours!

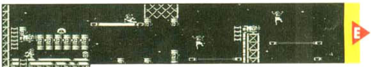


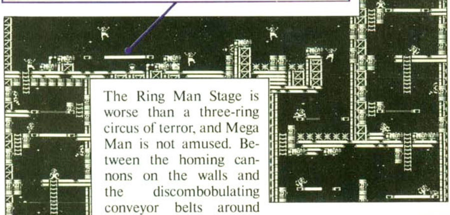
RING MAN STAGE

SLIDING ON THE MOVING PLATFORMS

These conveyor belts are no problem if you watch your step. Just hop on when they're going your way or slide if they're moving away from you.



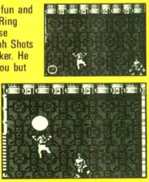


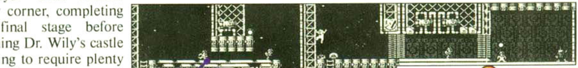


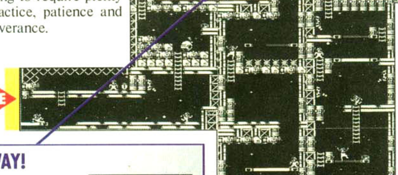
The Ring Man Stage is worse than a three-ring circus of terror, and Mega Man is not amused. Between the homing cannons on the walls and the discombobulating conveyor belts around every corner, completing the final stage before reaching Dr. Wily's castle is going to require plenty of practice, patience and perseverance.

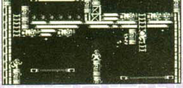
RING MAN

Ring Man isn't all fun and games. Dodge his Ring Boomerangs and use Powered-Up Pharaoh Shots to vanquish this joker. He will jump toward you but don't be intimidated, this just makes your job a little easier!



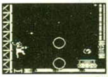






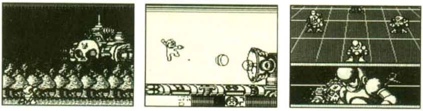
MEGA BUST AWAY!

Charge up your Power Shots, jump and shoot right when this gruesome guy is most vulnerable—as he tosses out a body part!



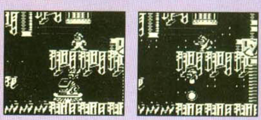
DR. WILY'S CASTLE

After completing the first four stages, a Dr. Wily Stage will appear on the Stage Select screen. If you choose this stage, you will have to defeat a mini-boss before facing the menacing Dr. Wily himself. Ballade comes to the rescue, though, and Dr. Wily is able to escape before you are able to get him once and for all. Return to the Stage Select and two more stages will be available.



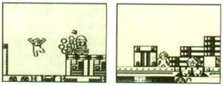
YOUR FRIEND, BEAT!

In each of the first four stages, you received a letter. These letters spell out BEAT. Beat is your powerful new ally who will help you from now on. Dr. Wily won't get away again!



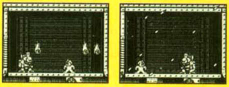
CHARGE MAN STAGE

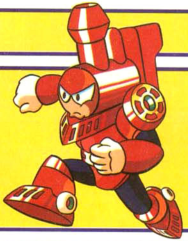
This is no time to be taking a train ride through the countryside, but it is a good opportunity to collect some hard to reach items with the Ring Boomerang.



CHARGE MAN

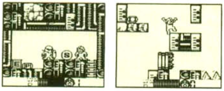
Watch for lava! Keep jumping and using the Flash Stopper to take the charge out of Charge Man.





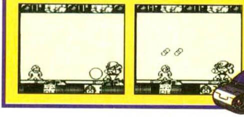
NAPALM MAN STAGE

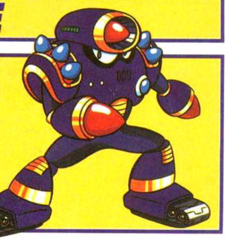
Don't let the name scare you away, Mega Man is holding up well against all that Dr. Wily has thrown at him so far. Be sure to look for a surprise visitor hiding in this stage.



NAPALM MAN

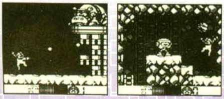
Use the Rain Flush and Item I to put out the fire and get in to face Napalm Man.





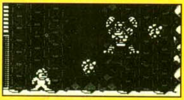
STONE MAN STAGE

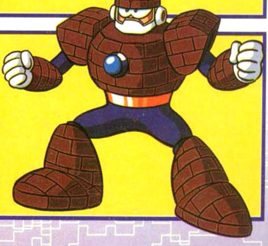
Remove the hippopotamus from your path by using the Rain Flush or by shooting out the platform he is standing on. Find a hidden item in this stage by using Rush Jet and the slide technique.



STONE MAN

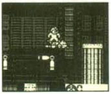
Pharaoh Shots are most effective on Stone Man but he is invincible at times.





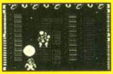
CRYSTAL MAN STAGE

The sky's falling! Actually, it's just the ceiling but be careful nonetheless. This is a tough stage, especially when you meet "Flip Top."



CRYSTAL MAN

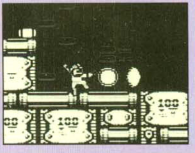
Charge up those Pharaoh Shots and let Crystal Man have it right in his Crystal Eye! He'll jump toward you, so be prepared.



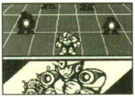
SPECIAL TIPS FOR BEGINNERS

Having a bit of trouble? Not a problem. After several continues, Dr. Right will be kind enough to give your Mega Blaster an extra boost of that will last all the way up until you turn off your Game Boy. What a deal!

HMMM.....
I DIDN'T EXPECT



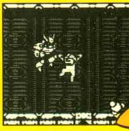
BALLADE STAGE

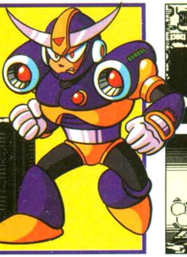


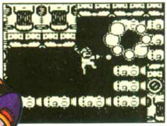
After the next four stages are wiped out, select the Ballade Stage, collect the extra Items and defeat Ballade. As soon as Dr. Wily's Castle begins to collapse, stand back, use the Ballade Cracker or Ring Boomerang to destroy the walls and escape!

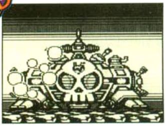
BALLADE

Ballade is not going to make it easy for you to get to Dr. Wily, but Pharaoh Shots are your best bet.

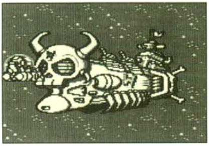




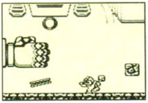


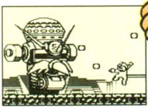


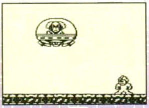
FINALLY, DR. WILY

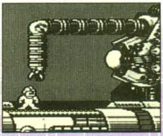


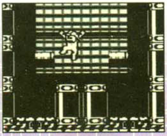
Mega Man isn't the only survivor of the castle's collapse. Dr. Wily also makes it out and gets to his spaceship, but Mega Man in his Rush Jet is hot on his tail. Just like the prequels, you'll have to defeat all eight bosses again before disposing of Dr. Wily for good.

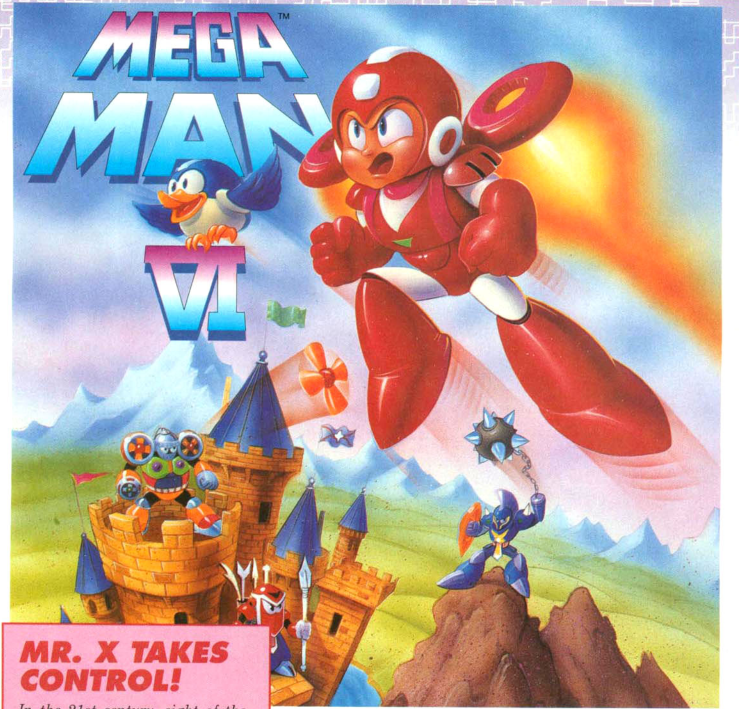






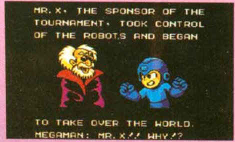






MR. X TAKES CONTROL!

In the 21st century, eight of the world's most powerful robots were gathered together by Mr. X. A competition was slated to be held to see which one of them was the mightiest. The contest never started because Mr. X took control of the robots in an attempt to take over the world. Mega Man is called upon to intervene.



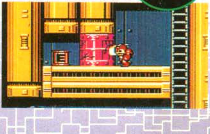
MR. X, THE SPONSOR OF THE
TOURNAMENT, TOOK CONTROL
OF THE ROBOT,S AND BEGAN
TO TAKE OVER THE WORLD.
MEGAMAN: MR. X!! WHY!?

GET MORE RUSH

Thanks to Rush, Mega Man has two new Power-Ups to use as he chooses. They are completely different in what they do for Mega Man, but both provide the little blue guy with necessary capabilities.

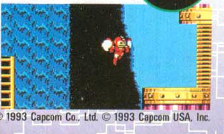
RUSH POWER

Use Rush Power to break through barriers and find numerous Power-Ups and secret passages.



RUSH JET

Like using a jet pack, Mega Man can fly into the air to reach high places or escape danger.



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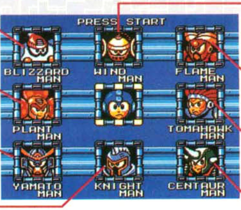
THE APPROACH TO VICTORY

While it is possible to defeat any of the bosses using no special weapons at all, taking the course that we have outlined in this review will provide you with more potent firepower to use on each successive enemy.



2 **BLIZZARD MAN**
B. ATTACK

3 **PLANT MAN**
PLANT B. /RUSH JET

5 **YAMATO MAN**
Y. SPEAR

6 **KNIGHT MAN**
KNIGHT C.

8 **WIND MAN**
W. STORM

1 **FLAME MAN**
F. BLAST/RUSH POWER

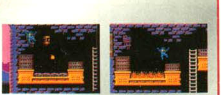
4 **TOMAHAWK MAN**
SILVER T.

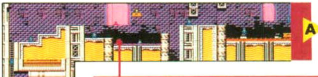
7 **CENTAUR MAN**
C. FLASH

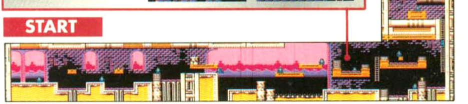
FLAME MAN STAGE

FLAME DROPPERS

The innocent and harmless-looking liquid turns to a fiery inferno if one of these flying red machines spits a fireball into the liquid. Be advised, the flames are deadly!



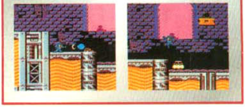




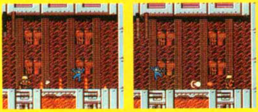
Being that this is Flame Man's turf, you should plan on seeing a lot of flames licking at your shiny blue boots. The fire pits should be avoided like the plague. Charge up the Mega Buster for a lot of the enemies.

SHOOT FOR A STEP

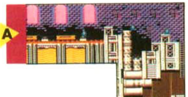
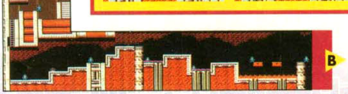
Shoot these odd pellet-shooters with a Mega Buster blast to flip them over into the pits. Jump repeatedly on them and get a ride across the flames.

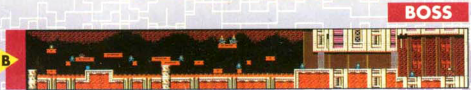


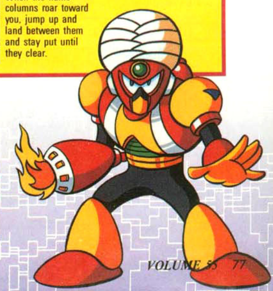
BURNING MAD



Incensed that you've uncovered his lair, Flame Man will unleash a fiery fury upon Mega Man. Jump over the round fireballs he shoots at you. When the flame columns roar toward you, jump up and land between them and stay put until they clear.

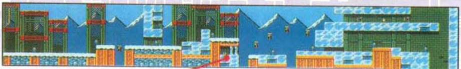
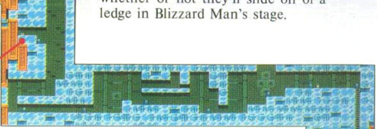
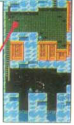







BLIZZARD MAN STAGE

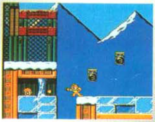
A mix of slippery ice surfaces and snowpack, which isn't slippery, is enough to keep most players guessing whether or not they'll slide off of a ledge in Blizzard Man's stage.

START

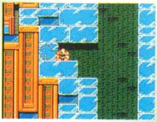
MELTDOWN

Using Flame Man's weapon, thaw the ice that blocks access to the 1-Up. Use caution jumping back.



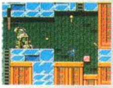
POWER FOR LIFE

Use Rush Power to break through the cracked ice block in this area. Mega Man will earn a needed 1-Up!



BO SQUIDDLEY

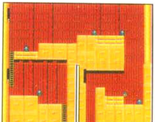
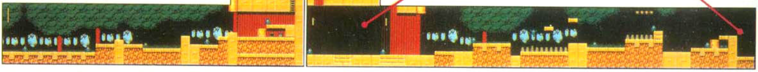
A sizable squid blocks Mega Man's path! Several Mega Buster blasts should take care of it. Watch out for the missiles and ice cubes that it shoots.



PLANT MAN STAGE

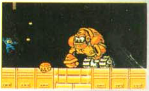
Plant Man's domain is fairly flat, but it can be deceivingly difficult. There are a lot of enemies that come at Mega Man from unconventional angles.

START

TRAK BOSS

Twice during this stage, Mega Man will encounter this mini-boss. Jump up and shoot for its eyes. Use a special weapon or charge up the Mega Buster for the long shots. Rapid fire up-close.



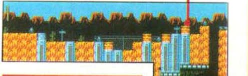
TOMAHAWK MAN STAGE

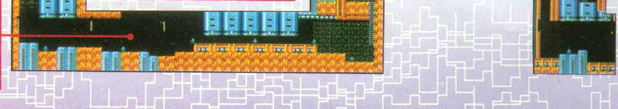
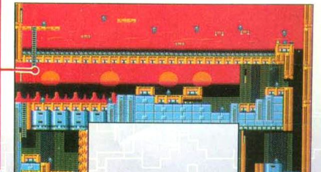
If you want BEAT on your side, you'll have to tangle with all four true bosses. Tomahawk Man is first!

BARREL BREAKIN'

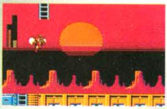
Make sure that Mega Man dons the Rush Power suit at the beginning of this stage. Break the barrels to find valuable Power-Ups!

START



ABOVE IT ALL



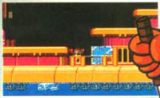
Switch to Rush Jet and fly up to the ladder in this area. At the top, fly to the right from platform to platform. Goodies await you!

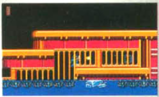
HARD HAT MACHINE

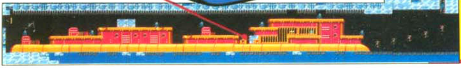
Stand just to the left of the spout that drops the Hard Hats and jump up and shoot it. Blast them when they peek out from their shells.

SECRET STASH

Items that you won't want to pass up are located in a secret room here. Use Rush Power to blast away the block of ice that obstructs the passage.

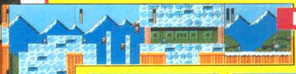




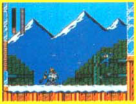


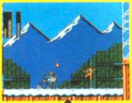
NOT TOO COOL

One of the easiest ways to defeat Blizzard Man is to move all of the way to the right side of the screen, turn, and start shooting. Start with your Flame Blast until it's depleted. When Blizzard Man rolls up into a ball and zooms toward you, just jump up out of the way—he'll bounce back away from you. You may have to move a bit to weave through his Blizzard Attack when it comes your way.



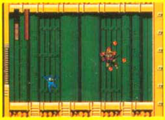
BOSS

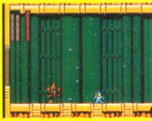


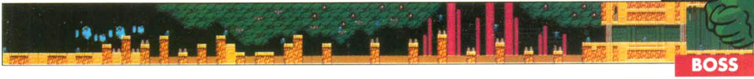


HE GROWS ON YOU

Jump over the circular Plant Attack and let Plant Man have it with the Blizzard Attack. Immediately after firing, turn around and slide away. Plant Man should charge at you, but will retreat and try again.



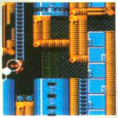


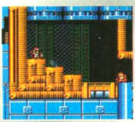


BOSS

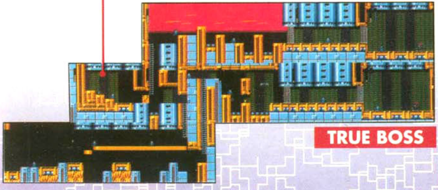
PROTOMAN PRESENT

Hang from the ladder and use Rush Power to break the block that covers the entrance to a secret room. Protoman will give Mega Man a mysterious gift when he enters the room. What could this strange Item be used for?





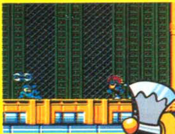
FALSE BOSS

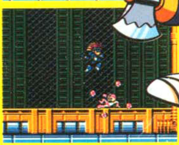


TRUE BOSS

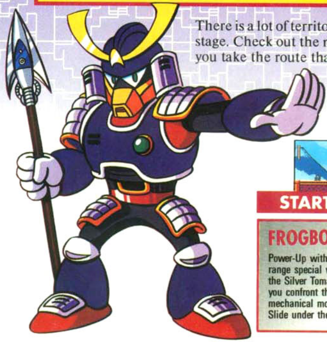
WAR CRY!!!

Power-Up with the Plant Barrier and slide under the tomahawks that fly your way. This particular weapon does a lot of damage to Tomahawk Man. Don't waste it.

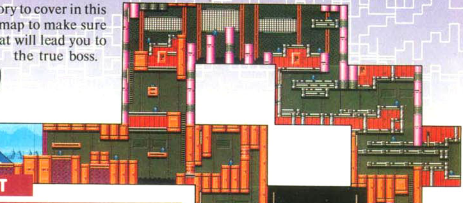


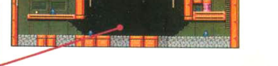


YAMATO MAN STAGE



There is a lot of territory to cover in this stage. Check out the map to make sure you take the route that will lead you to the true boss.

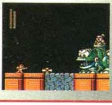




START

FROGBOT

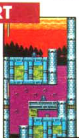
Power-Up with a long range special weapon like the Silver Tomahawk when you confront this green mechanical monstrosity. Slide under the laser shots.

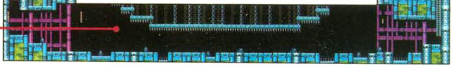


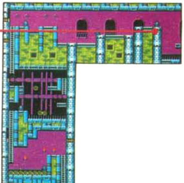
KNIGHT MAN STAGE

A letdown in the action, Knight Man's stage isn't quite as challenging as it could be although there are some tricky spots. Check the map for those areas.

START

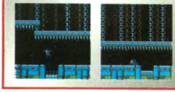






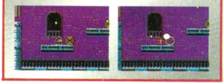
SPIKE DANGER

With patience and some deft jumping and sliding, Mega Man should be able to escape deadly puncture in this area.

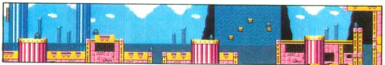


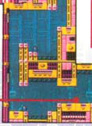
JAR DWELLERS

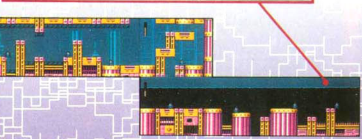
Switch to the Rush Power suit when you reach this area. The jars can easily be blasted away with the power of this special suit. Otherwise, wait for the head to pop up before you shoot.



CENTAUR MAN STAGE





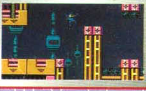


START

The laws of gravity (and aquatics) are thrown out the window for Centaur Man's stage. No one knows why. Precision will go a long way in your struggle for survival in this stage.

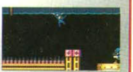
SPIKE ZONE

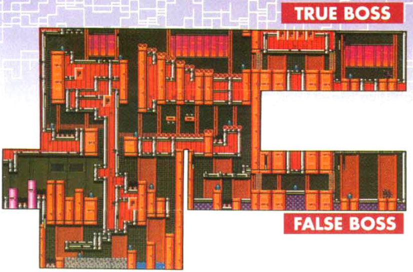
The trick here is to hold down the Jump Button for as long as you want to jump. You'll stop rising when you let go of it.



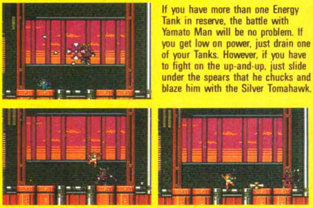
WHAT'S GOING ON?

It's not every day that you can jump up into water, but that's what Mega Man will have to do here. You can use the power of the Rush Jet to avoid the hazard, too!

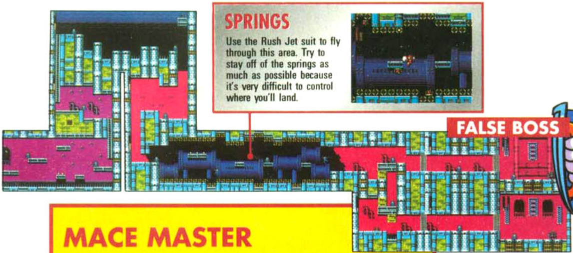




WHAT'S A YAMATO?



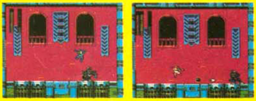
If you have more than one Energy Tank in reserve, the battle with Yamato Man will be no problem. If you get low on power, just drain one of your Tanks. However, if you have to fight on the up-and-up, just slide under the spears that he chucks and blaze him with the Silver Tomahawk.



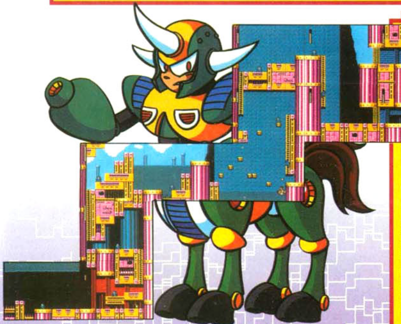
SPRINGS

Use the Rush Jet suit to fly through this area. Try to stay off of the springs as much as possible because it's very difficult to control where you'll land.

MACE MASTER

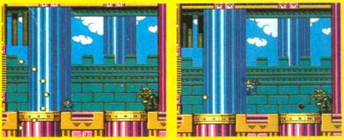


Knight Man is actually very easy to defeat if you have Yamato Spear. Just hop over the Mace shots that fly at you and continue to chuck spears. Knight Man will soon go night-night.



NEIGH!

Centaur Man has three main forms of attack. First he shoots a shot that will go over your head, but when it reaches the other side of the room it will break up into numerous shots and they will spread out on the return trip. Second, he can freeze you for a moment, and last, he can disappear and then reappear right on top of you. Use the Knight Crush and keep moving.

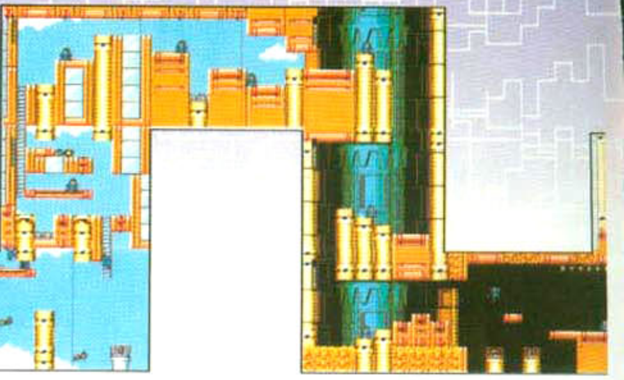


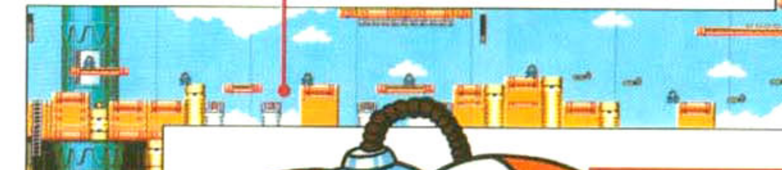
WIND MAN STAGE

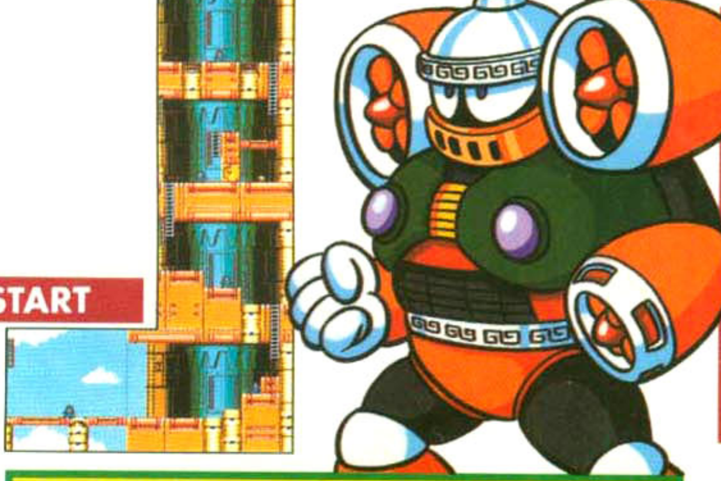
Out of the initial eight stage in Mega Man VI, this is probably one of the most difficult stages to complete. Riding on the air blower currents makes it especially demanding.

POWER BLASTIN'

It's not a bad idea to suit up with Rush Power. Don't charge the weapon up fully. Its regular shots are more powerful than normal Arm Cannon shots.



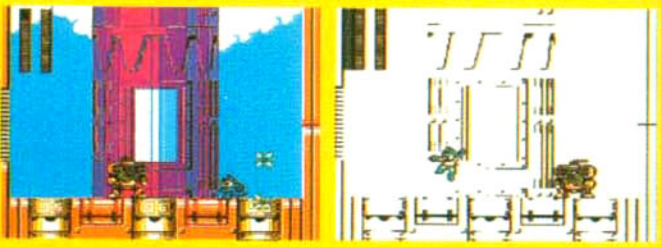




START

BLOW HARD

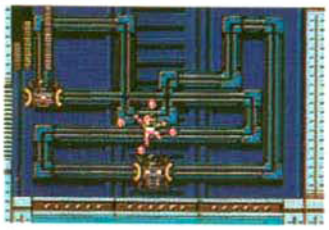
Wind Man is quite active. Slow him down with Centaur Flash and then let him have it again! When he starts up his fans, you'll be sucked toward him. Quickly turn away and slide in the opposite direction until the suction subsides. Dodge the crossing fan blade shots.



MR. X STAGE

OK, now comes the tough part! The action is so much more intense in Mr. X's castle. Frequently switching between Mega Man's weapons and Power-Ups will be a necessity.

SECTION 1

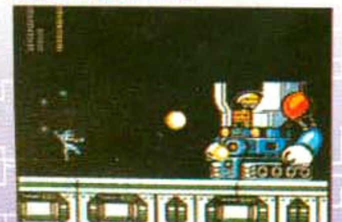


You can take care of the track machines with Plant Barrier and Rush Power.

SECTION 2

You should try the Silver Tomahawk, Centaur Flash and Rush Jet on this wall boss.

SECTION 3



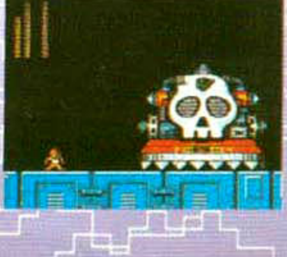
This boss can be taken out using Blizzard Attack and proper use of Rush Jet.

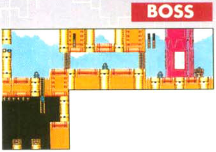
SECTION 4

Mr. X's spiked pendulum ship can be brought under control with Flame Blast.

MR. X, HUH?

It's not like we're givin' anything away here. Mr. X doesn't really exist. It's . . . of course, Dr. Wily again. He won't go away! His castle has been rebuilt (again) and his arsenal of crazy contraptions is fully stocked.



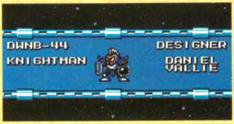


MEGA MAN ENEMIES ROBOT
CONTEST

NINTENDO POWER READERS DESIGN NEW ROBOTS!

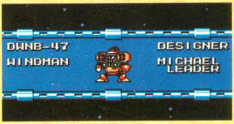
Knight Man and Wind Man, boss robots in Mega Man VI, were sent to Capcom by Nintendo Power. Thousands of our readers submitted designs for brand new mechanical maniacs for Mega Man to battle. Capcom interpreted the ideas of the winners into what you see in the game.

KNIGHT MAN Daniel Vallie
St. Julie, Quebec



DWNB-44
KNIGHTMAN
DESIGNER
DANIEL
VALLIE

WIND MAN Michael Leader
Gouldsboro, Pennsylvania

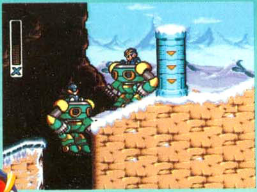


DWNB-47
WINDMAN
DESIGNER
MICHAEL
LEADER

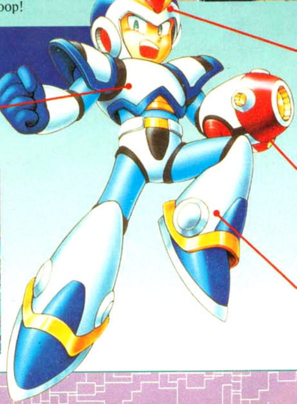
COMING NEXT MONTH!

MEGA MAN X

Ever since the Super NES was released well over two years ago, everyone has been wondering when Capcom would released a Mega Man game for the powerful 16-bit system. The time is finally upon us. The most massive Mega Man game, Mega Man X, is coming your way. As you may have already guessed, it's fantastic. The great graphics, sound and play control that have been a fundamental ingredient of Mega Man games for so long are only enhanced in the first Super NES installment. We're giving you a sneak peak here, but you'll have to wait until next month's issue for the total scoop!



NEW EQUIPMENT FOR MEGA MAN



BODY ARMOR

After he receives this new metallic skin, X will experience a 50% reduction in the damage he takes from enemies.

HELMET ENHANCEMENT

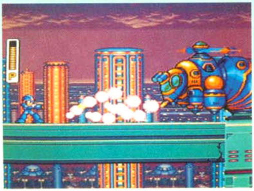
A new durable alloy allows X's helmet to withstand greater forces than before. X can use his head to break things by jumping up and ramming into them.

NEW MEGA BUSTER

The power of the Arm Cannon, and any special weapon that you decide to use with it, is beefed up after X receives a gift from his buddy, Zero.

ACCELERATION SYSTEM

X can execute a very quick dash maneuver after acquiring a new acceleration system. It can help him to attack, evade, and also jump long distances.



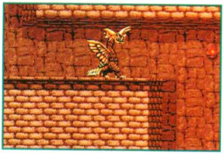
COUNSELORS' CORNER!

E.V.O. THE SEARCH FOR EDEN

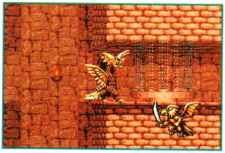
HOW DO I GET THROUGH THE BIRD-KING FORT?

Jeff Lind

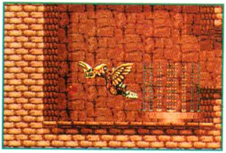
Enter the castle, go to the right and fall to the next level. Go right and fall down again. Continue to the right. Run and jump over the next gap, then step into the teleporter. After teleporting, go to the right, fall down the hole, then walk all the way to the left to the next teleporter. Step off the teleporter then step right back on it again. Exit and jump over the teleporter on the left to pick up the Red Crystal, then seek out the Bird-King. When you fight the Bird-King, being a winged creature helps.



From the start, go all the way to the right and enter the castle. Continue to the right.



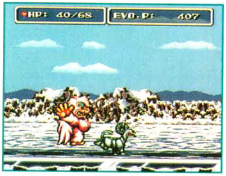
Fall down the first two gaps, then run and jump over the third. Enter the teleporter there.



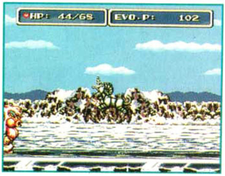
Pick up the Red Crystal, then take the teleporter on the left and work your way back to the Bird-King.

? HOW DO I DEFEAT THE MOTHER YETI? ?

The easiest way to defeat the Mother Yeti is to become a four-legged mammal before you fight her. That way, you'll be able to kick backwards to attack her. Stay in the center of the screen with your back to her. When she hops toward you, kick her. She'll fall back a bit, then she'll breathe frost at you. Stay in the center and jump to avoid the frost. After breathing the frost, she'll hop toward you as she did before. Keep repeating these steps to defeat her.



Stay in the center. When the Mother Yeti hops toward you, kick backwards at her.



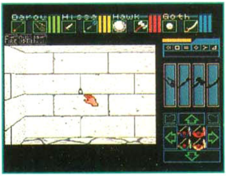
After she recovers from your kick, she'll breathe frost at you. Jump straight up to avoid it.

DUNGEON MASTER

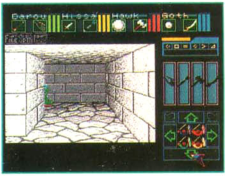
HOW DO I GET THROUGH THE NEVER-ENDING ROOM ON THE FIFTH FLOOR?

Oliver Russell

This room appears to go on forever, but it really doesn't--it's just fooling you. If you face the entrance and step backwards, you'll see what's happening. You're actually stepping into a line of silent, invisible teleporters that send you back to the entrance. Go to the southwest corner of the room and push the wall switch there to turn off the teleporter next to the north wall. You can now follow the wall clockwise around to the Treasure Room.



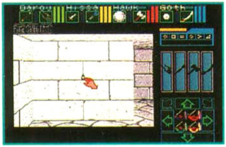
The teleporters keeps sending you back to the beginning. Press the switch to turn one off.



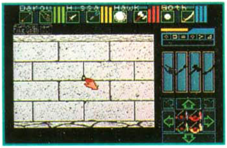
With the north teleporter off, you can follow the wall clockwise around to the Treasure Room.

HOW DO I GET THROUGH THE FIFTH FLOOR'S SLIDING BLOCK ROOM?

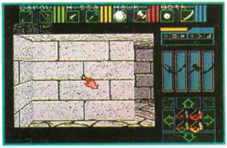
There's more than one way to get through this room, but they all involve pressing switches to open walls up. At first, there's only one visible switch. Push it to open the wall behind you. Turn around and press the switch there, then push the first one again to open a wall three spaces to the north. Move north three spaces, west one, then press the switch there to open two sections of wall, one to your left, the other behind you. Don't press the switch on your left. Turn around and go north one space, then east four spaces. Flip the switch to open the Treasure Room on the east wall.



From your starting point, only a single switch is visible. Press it to open the wall behind you.



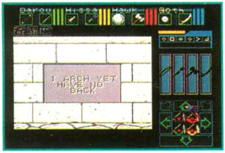
After opening the wall to the north, go up and left. Flip the switch there to open two walls.



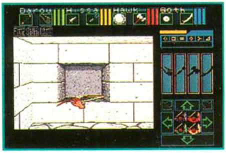
Turn around and move north one space, east four. The last switch opens the Treasure Room

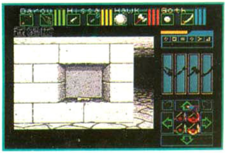
WHAT DO I DO IN THE RIDDLE ROOM ON THE SIXTH FLOOR?

There are four riddles on the walls in this room, and four alcoves where you must place the items hinted at in the riddles. Placing the items in the right alcoves will make a hidden alcove that holds an Iron Key appear. Pair the following items with the corresponding riddles: the Mirror of Dawn by "I am all, I am none"; a Gold Coin by "A golden head and tail but no body"; a Bow by "I arch, but have no back"; and a Blue Gem by "Hard as rocks, blue as sky." Pick up the Iron Key when the hidden alcove appears.



I ARCH YET HAVE NO BACK



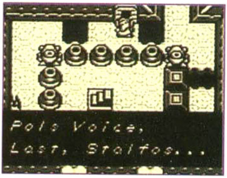


THE LEGEND OF ZELDA: LINK'S AWAKENING

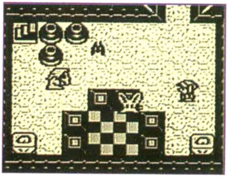
WHAT DOES THE CLUE, "FIRST A POLS VOICE, THEN LAST THE STALFOS," MEAN?

John Elsberry

In Level 2, you'll get the clue, "First a Pols Voice, then last the Stalfos" when you read a wall tile. Soon after, you'll enter a room that is inhabited by a Pols Voice, a Keese and a Stalfos. You must defeat the Pols Voice first, the Keese second and the Stalfos last in order to get the Nightmare Key. Shift a block to free the Pols Voice, then hit it with a bottle. The Sword works well on the Keese (the bat) and the skeleton-like Stalfos.

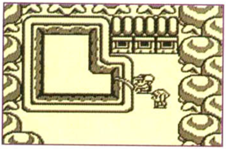

Pols Voice,
Last, Stalfos...

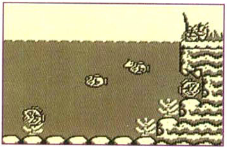
When you reach this wall tile, you'll get a clue about beating the three enemies to come.

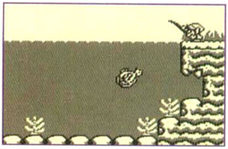

Throw a bottle to take out the Pols Voice, then use the Sword on the others.

WHY SHOULD I GO FISHING?

There's an avid angler fishing at the lake north of Madame MeowMeow's house. For ten Rupees, he'll let you use his pole. Use the Control Pad to direct your cast, and press the A or B Button rapidly when you've hooked a fish to reel it in. There are five fish, big and small, in the lake. When you land a small fish, the fisherman will give you five Rupees, but if you land a lunker, he'll reward you with 20 Rupees. And best of all, when you land the last fish and empty the lake, you'll get a Piece of Heart.

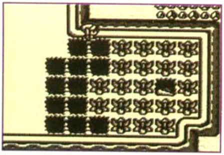

The fisherman at the lake north of Madame MeowMeow's charges ten Rupees per cast.

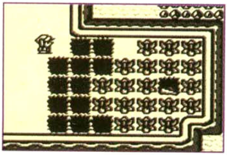

He'll offer you only five Rupees for a runt, but don't get discouraged--keep fishing.

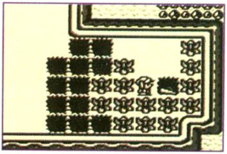

When you land the last lunker, you'll get 20 Rupees and a Piece of Heart.

HOW DO I REACH THE CAVE ENTRANCE NEAR MARTHA'S BAY?

Reaching the hidden cave entrance near Martha's Bay is tricky. Link can jump the gap, but there's no place for him to land. Jump the pit and swing your Sword on the way down. You might fall into the pit, but at least you'll clear a landing site that will still be there when you reappear. Now you can jump over and hack a path to the entrance to a tunnel that leads to a Mad Batter's Shrine.


Jump over the pit and swing your Sword down as you come down.


When you reappear after falling, the cleared space will still be there. Jump over to it.

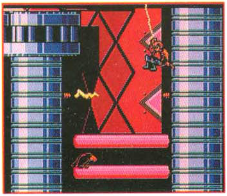

Cut through the bushes to the hidden entrance. Go in and find the Mad Batter's Shrine.

BATTLETOADS & DOUBLE DRAGON

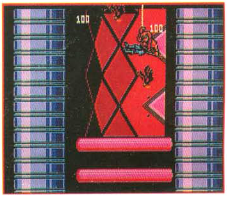
HOW DO I AVOID THE RAVENS IN 3-3?

Chris Rush

You're in for a wild ride when you hang from the Turbo Cable in Level 3-3. You'll have to move up and down the cable quickly to dodge the mini electric fields, and you'll also have to watch out for those pesky Ravens. You can actually use the big birds to your advantage, though. When you kick them, they'll bounce back against the walls. As they bounce off the walls, kick them again. If you can keep dribbling them long enough, you'll earn a 1-Up, which will probably come in handy by this point.



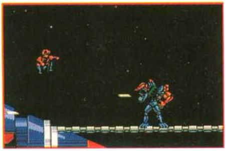
The Turbo Cable is a roller coaster of another kind. Latch on to it and climb quickly up and down to avoid the obstacles along the way.



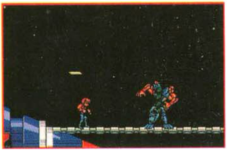
When you meet a Raven, keep it bouncing around between the walls and your size 13s. Keep it going long enough to earn a 1-Up.

HOW DO I DEFEAT THE ROBO-MANUS?

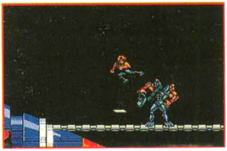
Boss of Level 5, the Robo-Manus is a speedy blue robot with an extendo-neck. In the first phase of the attack, his neck glows only when he fires. Later, his neck glows all the time. You'll have to punch or kick him about 30 times to reduce him to spare parts. During phase one, he shoots one high laser then two low ones. Stand still to avoid the high shot, then jump over the low ones and punch or kick him repeatedly. When his neck starts glowing all the time, he'll fire a single low laser followed by a high shot. The high shot will fly over your head as long as you don't jump before it passes by. After it flies by, jump over the low one and continue to punch and kick until he's a basket case.



The Robo-Manus, boss of Level 5, has a long neck that stretches and retracts. Watch it.

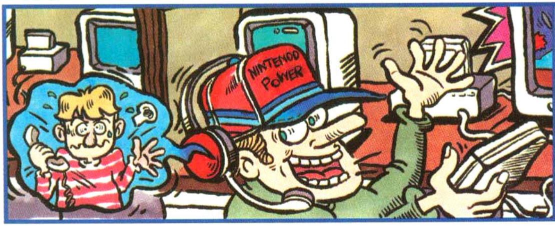


Stand still to avoid the high laser shots. If you try to jump too soon, you'll be hit.



When the Robo-Manus fires low shots, jump over them and attack him with kicks or punches.

TAP THE POWERLINE FOR THE HOTTEST TIPS



WRITE TO:

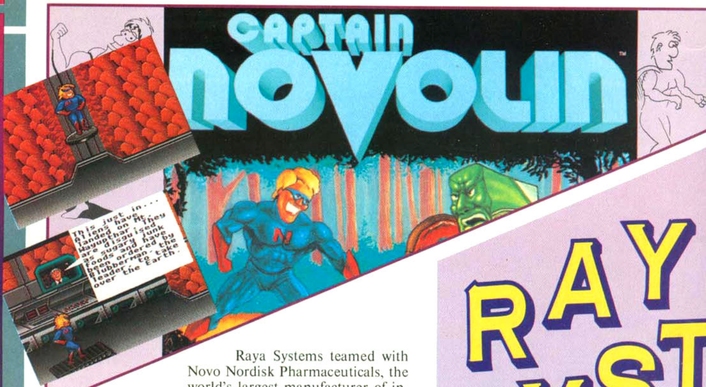
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

RAY SYST TO T RESC

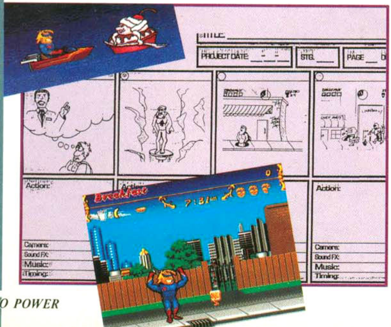
With its series of Health Hero games, Raya Systems reaches out to put some fun in learning how to cope with diabetes and other conditions that affect kids and adults alike. Captain Novolin and



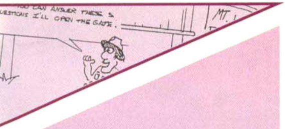
This is just in... Aliens have landed on Mt. Wayupthar. They are disguised as sugary junk foods and have been ordered by Blubberman to take over the Earth.

Raya Systems teamed with Novo Nordisk Pharmaceuticals, the world's largest manufacturer of insulin, to produce Captain Novolin, the first game of its kind. Recognizing that video games are a big part of most kids' lives, they set out to make a game that would not only teach kids how to cope with their diabetes but also entertain them in the process. Kids diagnosed with diabetes have to learn volumes of information about monitoring their blood sugar levels and controlling them using insulin and good eating habits. Captain Novolin makes learning all of that critical information easier—and a lot more fun—than traditional, non-interactive methods.

Captain Novolin is a buff superhero who also happens to have diabetes. When aliens land on Mount Wayupthar, he's the one who sets out to hunt them down, and the people's safety depends on him—and on his health. Kids learn about handling the condition by following the superhero on the adventure, making him eat the right foods and helping him assess his blood sugar and administering insulin as necessary. If they fail, so does the Captain, so they have to steer him around sugary junk food and feed him only what will keep him strong, fit and feeling good. By keeping Captain Novolin in the green zone, players also learn what they need to do to keep themselves healthy.



Alveoli Cluster
EXP


...CAN ANSWER THESE 3
...ESTIONS I'LL OPEN THE GATE.
MT.

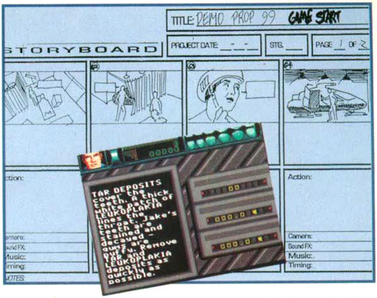
A

-EMS

Rex Ronan—Experimental Surgeon are just two of the several titles Raya plans to bring to the Super NES to address contemporary health issues from a new and interactive angle.

HE

CUE!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PAGE 1 OF 2
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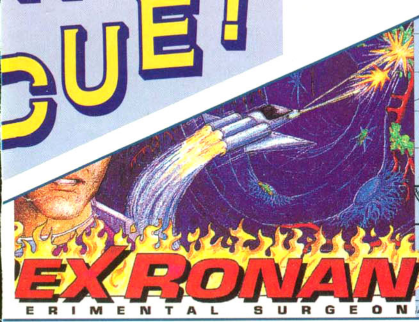
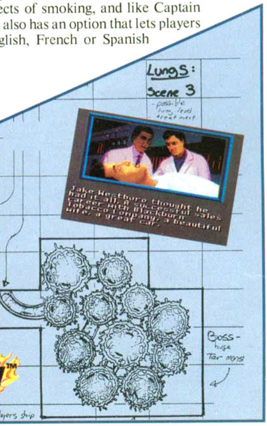
TAR DEPOSITS cover the teeth. A thick white patch of LEUKOPLAKIA lines the throat. Jake's teeth are stained and decayed - gums are puffy. Remove TAR and LEUKOPLAKIA deposits as quickly as possible.

Rex Ronan—Experimental Surgeon is the first in a series that Raya plans to use to address the issue of substance abuse. Rex takes on tobacco and goes to unusual lengths to try to reverse the effects of smoking. By tagging along on Rex's adventure, players see firsthand how smoking damages the body.

The story line has Rex, a brilliant surgeon, being shrunk to microscopic size so he can journey into the body of tobacco salesman Jake Westboro and reverse the damage caused by years of smoking. In side-scrolling action and behind-the-controls flying stages, Rex uses his cleaning laser to remove the plaque, tar, phlegm and cancerous cells from Jake's embattled body. The action starts when Rex and his tiny ship are placed on Jake's tongue. From there, they travel through the mouth, down the trachea and through the lungs, bronchial tubes, heart and arteries before going on to the brain, where Rex takes on the most difficult problem of all: Nicotine Addiction. Players must learn what kinds of damage to look for in the different parts of the body, and they must make quick decisions based on their knowledge of the effects of smoking.

Rex Ronan—Experimental Surgeon is a new, fast-paced way to look at the effects of smoking, and like Captain Novolin, the game also has an option that lets players choose either English, French or Spanish screen text.


EX RONAN™
ERIMENTAL SURGEON


Lungs:
Scene 3
- possible lung level treatment
Boss - huge Tar monst
players ship

Jake Westboro thought he had it all: a successful sales career with Blackburn Tobacco Company, a beautiful wife, a great car.

FUN AND FACTS GO HAND IN HAND

You might wonder how Raya Sytems became involved in producing games based on health-related issues. President and founder Steve Brown originally worked in supplying more traditional software applications to medical companies. It became clear to him in his contact with those companies that there was a real need for a new way to deliver important medical information to kids.

Children diagnosed with diabetes are a case in point. "They have to learn so much to stay healthy," Brown observed. Also recognizing that video games were hot items with kids, he thought that applying them as learning tools was a natural pairing of fun and facts.

"They have to learn so much to stay healthy..."

When he talked with officials at Novo Nordisk Pharmaceuticals, he met Erik Jensen, whose son was an avid player of Super NES games. He thought Brown's ideas would work, and the pharmaceutical giant signed on to help fund the production of Captain Novolin.

"How do we get the message across but still have it look and feel like a regular game?"

Brown knew computer software, of course, but was relatively new to Super NES games. He set out to learn everything he could about them, buying up every Super NES game his local video store had on hand. And he started playing.

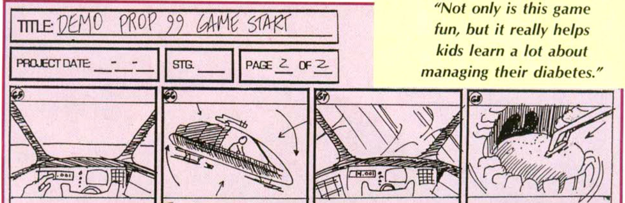
After playing until his eyes hurt, Brown started forming his first ideas for Captain Novolin. He realized that creating a successful game would be a challenge, and wondered, "How do we get the message across but still have it look and feel like a regular game?"

Although Raya employs programmers of its own, the company went to what Brown referred to as "the industry pros," Sculptured Software, for development of Captain Novolin. Sculptured Software, known for developing stand-out games such as NCAA Basketball, Super Star Wars and Super Empire Strikes Back, took on the project. Sculptured, too, realized that it would be a challenge to make a game that was fun to play but that still delivered the information so vital to the health of the players with diabetes.

What evolved was superhero Captain Novolin on his quest to rid the city of aliens and rescue the mayor. The game's main strategy is in using the knowledge gained in introductory cinema sequences to eat the proper amounts of the right kinds of food. Captain Novolin must defeat the aliens and save the mayor, who also has diabetes. Since he's been without insulin for two days, Captain Novolin must determine what his blood-sugar level is and provide proper treatment.

The game has been a big hit with the kids who've played and learned from it. According to John Ratzenburger, formerly "Cliff" from NBC's "Cheers" and a celebrity volunteer for the Juvenile Diabetes Foundation, "Not only is this game really fun, but it helps kids learn a lot about managing their diabetes."

"Not only is this game fun, but it really helps kids learn a lot about managing their diabetes."



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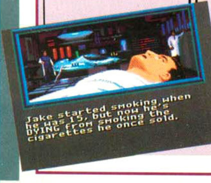
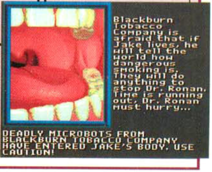


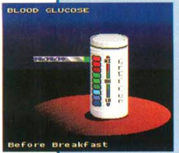
Jake started smoking when he was 15, but now he's DYING from smoking the cigarettes he once sold.

ENTERING MOUTH



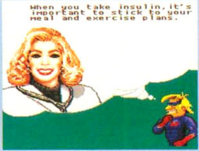
Blackburn Tobacco Company is afraid that if Jake lives, he will tell the world how dangerous smoking is. They will do anything to stop Dr. Ronan. Time is running out, Dr. Ronan must hurry...

DEADLY MICROBOTS FROM BLACKBURN TOBACCO COMPANY HAVE ENTERED JAKE'S BODY. USE CAUTION!

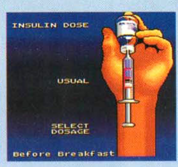


BLOOD GLUCOSE

Before Breakfast



When you take insulin, it's important to stick to your meal and exercise plans.

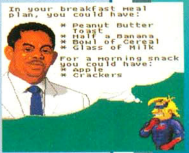


INSULIN DOSE

USUAL

SELECT DOSAGE

Before Breakfast

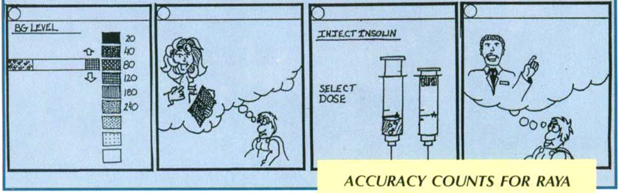


In your breakfast meal plan, you could have:

- Peanut Butter Toast
- Half a Banana
- Bowl of Cereal
- Glass of Milk

For a morning snack you could have:

- Apple
- Crackers



ACCURACY COUNTS FOR RAYA SYSTEMS AND SCULPTURED SOFTWARE

In addition to the funding provided by Novo Nordisk Pharmaceuticals, research grants from the National Institutes of Health have helped make the Health Hero games possible. Raya Systems has also worked closely with Stanford University to help ensure accuracy and educational value.

Sculptured Software shares Raya Systems' commitment to accuracy. Jeff Peters, Production Manager and Director of Rex Ronan—Experimental Surgeon, said that he'd never seen so many medical books in his life. He and his development team studied the effects of smoking on every part of the body before determining the route that the miniaturized medic would take through the diseased body. When asked what he'd learned in preparing for the project, Peters responded, "I think I could just about do brain surgery now!"

The trick was to make a fun game that taught something valuable without players realizing they were learning.

When first approached about handling the project, Peters said that he was intrigued, but he, too, thought that it would be difficult to create a game that would be both fun and educational. Since players traditionally play for fun rather than "work," the trick, in his mind, was to make a fun game that taught something valuable without players realizing that they were learning.

Rex Ronan incorporates plenty of the action that video gamers are accustomed to. When the development team tested the game in focus groups, they found it to be a hit with gamers in the five- to twelve-year-old target audience—and they found that they learned a lot, too.

Raya Systems has other projects in the works, too, including Bronkie the Bronchiasaurus, which is coming for the Super NES in 1994 to teach kids self-management skills for dealing with asthma, and The AIDS Avenger, which sends players on a mission to correct misconceptions about HIV and AIDS. Splat the Safety Cat, another Super NES game in the works, stars cool, clever Splat, who navigates a world full of obstacles and hazards that children face daily.

If funding comes through, the company hopes to produce even more games focusing on health and social issues. Captain Novolin was introduced last summer at Diabetes Camps across the country to kids who were amazed that there was a game just for them. Raya Systems now hopes to produce a second diabetes game (tentatively titled Camp Insulin). And Shawn Valdez, an eight-year-old boy who attended Paul Newman's Hole in the Wall Gang Camp for children with life-threatening illnesses, is the inspiration for another possible game about dealing with leukemia. He described his dream for a game that let him fight leukemia cells in I Will Sing: Voices From the Hole in the Wall Gang Camp. Thanks to Raya Systems, some kids with special medical needs are having their dreams come true.

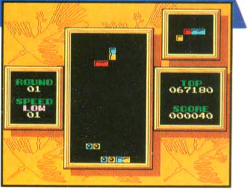
Raya Systems has other projects in the works, too.

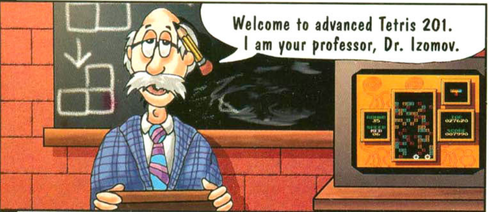
RAYA SYSTEMS HELPS DREAMS COME TRUE

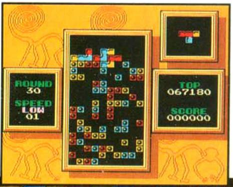
TETRIS™ 2

An NES Favorite Returns

Back in 1989 the NES classic, Tetris, was released, and people have been intrigued ever since. This year brings us the long awaited sequel, Tetris 2.


ROUND
01
SPEED
LOW
01
TOP
067180
SCORE
000040


Welcome to advanced Tetris 201. I am your professor, Dr. Izomov.


ROUND
30
SPEED
LOW
01
TOP
067180
SCORE
000000

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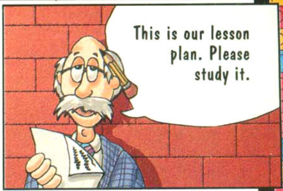
Three Great Ways To Play

Tetris 2 has three different play modes. First, there's the One-Player Mode, which you can play for high scores or just to practice your technique. The second mode is Player vs. Players, which delivers frantic head-to-head puzzle action at its best! And finally, there is the Player vs. CPU Mode that lets you test your speed and wits against the computer.

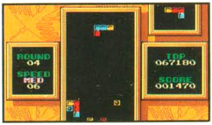

This is our lesson plan. Please study it.

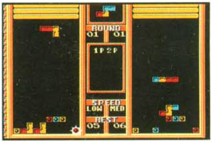
ONE-PLAYER

In the One-Player Mode, you'll learn all about how to rotate and drop a whole new set of Tetris pieces. This time, the objective is different. Instead of trying to complete lines, you'll try to line up three or more blocks of the same color in a horizontal or vertical line. Your goal is to get rid of the Flashing Blocks, which are usually near the bottom of the screen, and progress to the next level. When you line up chain reactions, you can rack up a high score.

PLAYER VS. PLAYER

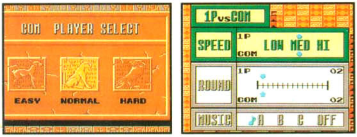
If you've ever played Dr. Mario's Two-Player Mode, you know how intense a two-player puzzle game can be. In the Player vs. Player Mode, your good moves can really mess up your opponent's playing field. If you drop more than one set of three blocks or remove a flashing block from your side, you'll send a surprise package to your buddy. And if you get a Super Tetris . . . well more on that later.


ROUND 04
SPEED MED 06
TOP 067180
SCORE 001470

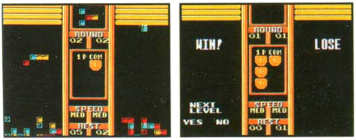

ROUND 01 01
1P 2P
SPEED LOW MED
REST 05 06

Player vs. CPU

If you're just itching for a two-player game, but there's no one around to challenge, or if you just want to practice before you take on a friend, select the Player vs. CPU Mode. It lets you hone your stacking skills by playing against the computer—and the programmers of Tetris 2 have done a great job of making your computer a worthy adversary. With three levels of computer intelligence, the CPU is smart enough to challenge players of all skill levels.


COM PLAYER SELECT
EASY
NORMAL
HARD
1PvsCOM
SPEED
1P
COM
LOW MED HI
ROUND
1P 02
COM 02
MUSIC
A B C OFF

Before you start, you can assign your computer one of the three skill levels shown. You can also up the challenge by changing the starting level.


ROUND 02 02
1P COM
SPEED MED MED
REST 05 02
WIN!
LOSE
ROUND 01 01
1P COM
NEXT LEVEL
YES NO
SPEED MED MED
REST 00 01

The playing screen looks just like it does in the Player vs. Player Mode. The first player—human or computer—to win three games takes the match.

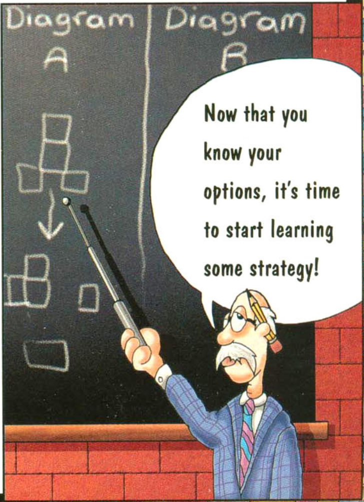
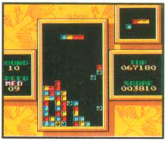


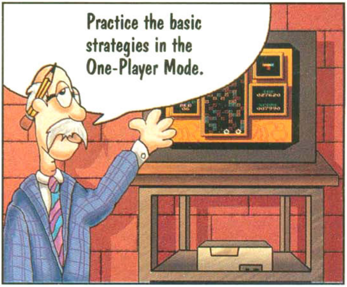
Diagram A
Diagram B
Now that you know your options, it's time to start learning some strategy!

Single Player Strategies

If you've played the original Tetris, you already know how to spin and drop Tetris pieces. There's more to Tetris 2 than spinning and dropping, though—now you have to match colors, too. Try the techniques shown on this page to become a Tetris 2 master.

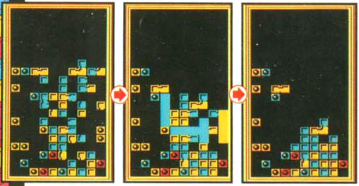
ROUND
10
SPEED
MED
06
TOP
067180
SCORE
000620

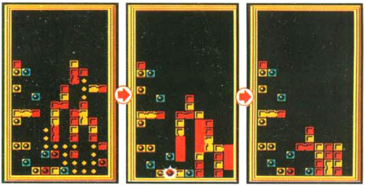

ROUND
10
SPEED
MED
09
TOP
067180
SCORE
003810

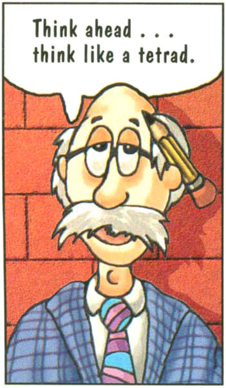

Practice the basic strategies in the One-Player Mode.

Chain Reactions

The first step to success in Tetris 2 is learning how to trigger a Chain Reaction, which clears more than one set of blocks with a single dropped block. Chain Reactions not only result in high scoring combinations, they are also very useful for disrupting an opponent's game in the Two-Player Mode. When dropping a block, try to line it up so the individual blocks will fall down onto lower blocks of the same color later.

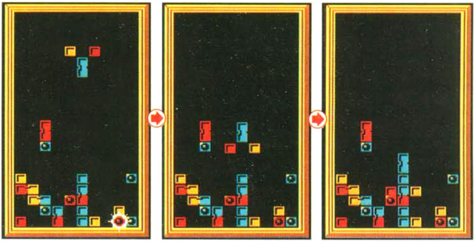





Think ahead . . . think like a tetrad.

Break 'Em Up

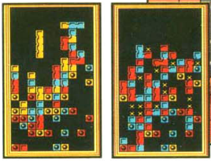
Some of the shapes break apart when they land. After the shape touches down, you can still maneuver the pieces that break off. If you're quick and clever, you can use those pieces to fill in small nooks and crannies that may exist deep in your play field.

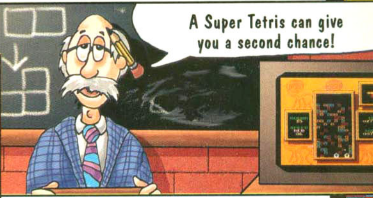


Spin the tetrad counterclockwise. The red block will keep falling after the yellow and blue part lands.

Super Tetris!

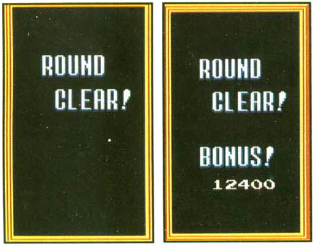
If you can lay six blocks of the same color in a straight line, they'll disappear and you'll score a Super Tetris. This move is especially devastating in the Two-Player Mode because it makes all of the blocks of that color disappear from your playing field. Cleaning up your board can make a big difference when you're playing head-to-head.

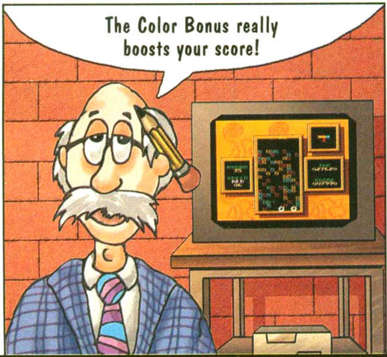



A Super Tetris can give you a second chance!

Color Bonus

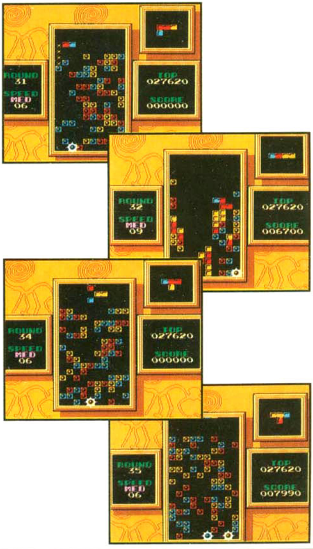
Here's a really tough stunt with a big payoff. Usually, you just need to get rid of the flashing blocks to complete a level. If you can manage to clear out all three of the flashing blocks with the same drop, you'll earn a special color bonus. This is extra credit material, for sure. If you can pull this one off, give yourself an A+!


ROUND CLEAR!
ROUND CLEAR!
BONUS!
12400


The Color Bonus really boosts your score!

Thirty-something

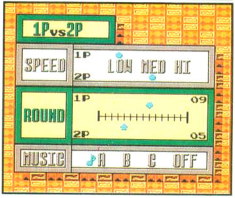
On the Level Selection screen, you can choose the level you want to start with. Although you can choose only up to Level 30, there are still more levels to go through in the One-Player Mode. After you finish Level 30, you'll see a cinema scene that shows a man on the moon with a little blue orb, then the game will restart on Level 31 and the play gets really hairy. The upper levels demand total concentration.


ROUND 31
SPEED MED 06
TOP 027620
SCORE 000000
ROUND 32
SPEED MED 09
TOP 027620
SCORE 006700
ROUND 34
SPEED MED 06
TOP 027620
SCORE 000000
ROUND 35
SPEED MED 06
TOP 027620
SCORE 007990

Player vs. Player

It's a safe way to pummel your friends!

If you've played Dr. Mario in the Two-Player Mode, you'll feel right at home playing Tetris 2 head-to-head. The object is the same: Try to make your opponent's pieces stack up to the top while clearing out all of the blocks on your side. Remember that every time you pull off a radical move, it can really make a mess of your competitor's play field. Work as quickly as you can—the play can get fast and furious in short order.


1Pvs2P

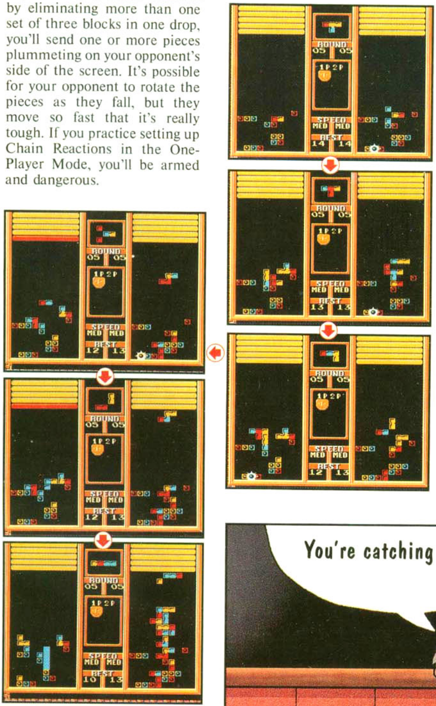
SPEED 1P 2P LOW MED HI

ROUND 1P 09 2P 05

MUSIC A B C OFF

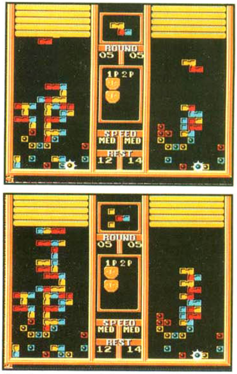
Quick Drop

If you create a Chain Reaction by eliminating more than one set of three blocks in one drop, you'll send one or more pieces plummeting on your opponent's side of the screen. It's possible for your opponent to rotate the pieces as they fall, but they move so fast that it's really tough. If you practice setting up Chain Reactions in the One-Player Mode, you'll be armed and dangerous.

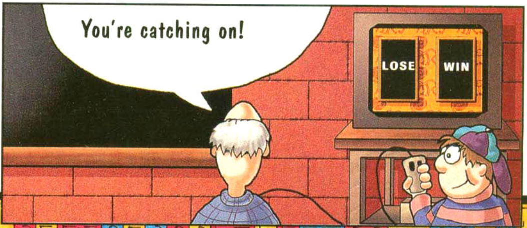

ROUND 05 05
1P 2P
SPEED MED MED
REST 14 14
REST 13 13
REST 12 13
REST 10 13

Watch Yourself

It can be tempting to look at the other side of the screen to survey the damage you're doing, but if you do, it's very possible that you'll miss your next golden opportunity.

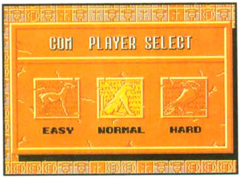

ROUND 05 05
1P 2P
SPEED MED MED
REST 12 14

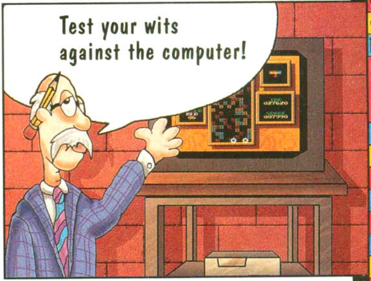
If you lose your concentration, even for a block or two, the pieces will really start to pile up. If all else fails, ignore colors and fill holes!


You're catching on!
LOSE
WIN

Player vs. Computer

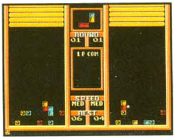
When you want to play a two-player game but no one else is around (or if you're so good that no one wants to play against you), the next best thing is to play against the computer in the Player vs. CPU Mode. It has three different difficulty levels, so there is plenty of challenge, even for a Tetris 2 expert!

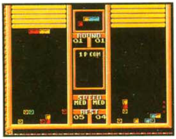

COM PLAYER SELECT
EASY
NORMAL
HARD

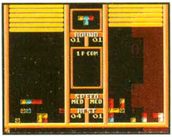

Test your wits against the computer!

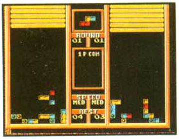
Line Up Colors For Chain Reactions

Look at the colors of the blocks that are in the rows under the spot where you're placing the current block. Plan ahead and line up colors vertically so that they will eliminate the blocks below when they fall. Watch the blocks disappear—and listen to your opponent howl as they reappear on the other side of the screen.


ROUND 01 01
1P COM
SPEED MED MED
REST 06 04

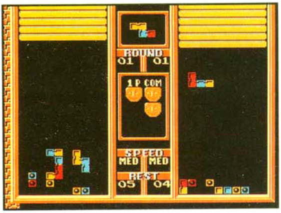

ROUND 01 01
1P COM
SPEED MED MED
REST 05 04

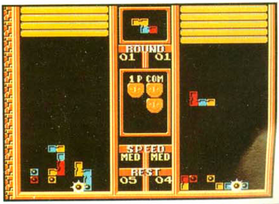

ROUND 01 01
1P COM
SPEED MED MED
REST 04 01

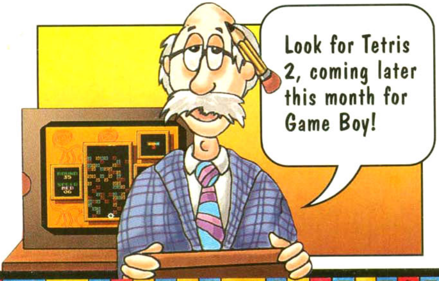

ROUND 01 01
1P COM
SPEED MED MED
REST 04 03

Chain Reactions Revisited

Probably the most important skill for Tetris 2 players to master is putting together Chain Reactions. They're the key to high scores and clean screens. Not only do they score you lots of points in the One-Player Mode, but they also make strong offensive moves when used in the Player vs. Player Mode. Line 'em up, and let 'em drop!


ROUND 01 01
1P COM
SPEED MED MED
REST 05 04


ROUND 01 01
1P COM
SPEED MED MED
REST 05 04

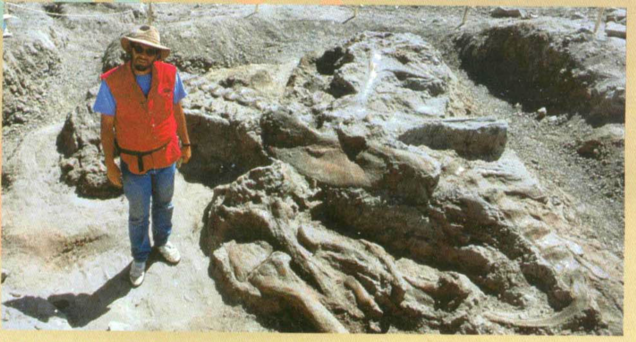

Look for Tetris 2, coming later this month for Game Boy!

PLAYER'S POLL CONTEST

GRAND PRIZE

DINOSA

GO ON A REAL DINOSAUR DIG WITH "DR. DINOSAUR" JACK HORNER, TECHNICAL CONSULTANT FOR JURASSIC PARK



FROM NINTENDO POWER AND OCEAN OF AMERICA

- MEET THE REAL "DR. GRANT," DR. JACK HORNER, PALEONTOLOGIST AND TECHNICAL CONSULTANT FOR JURASSIC PARK
- GO ON A REAL DIG WITH DR. HORNER AT HIS RESEARCH SITE IN BOZEMAN, MONTANA
- GET A V.I.P. TOUR OF THE MUSEUM OF THE ROCKIES AND ITS LABORATORIES
- GO ON A LLAMA TREK THROUGH YELLOWSTONE NATIONAL PARK
- A JURASSIC PARK GAME PAK FROM ocean FOR THE SYSTEM OF YOUR CHOICE

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. What do you think of the new Super Power Supplies and the Super Power Stamps?

1. I think they're great.
2. I like them.
3. They're O.K.
4. I hate them.
5. I don't understand how they work.

B. How do you like the merchandise that is offered in the Super Power Supplies catalog?

1. It's all really cool.
2. I like some of the stuff.
3. I couldn't find anything I like.
4. Catalog? What catalog?

C. Do you plan on getting a friend to join the Super Power Club so you can get extra Super Power Stamps?

1. Yes, as many friends as I can.
2. I'll try, but I'm not sure they'll join.
3. I can't think of any friends that want to join.
4. I'm not a subscriber yet.

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male
2. Female

F. Please indicate, in order of preference, your five favorite Super NES games.

G. Please indicate, in order of preference, your five favorite Game Boy games.

H. Please indicate, in order of preference, your five favorite NES games.

I. Trivia Test: If Marvin Martian can create 125 instant Martians an hour, how long would it take to make 1500 Martians?

Answers to the Player's Poll - Volume 55

Name ______________________ Tel. ______________________

Address ____

City ______________ State/Prov. ______________ Zip/Postal ______________

Membership Number ______________________ Age ______________________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2 3 4 5 **B. 1 2 3 4**

C. 1 2 3 4 **D. 1 2 3 4 5 6** **E. 1 2**

F. Indicate numbers from 1- 99 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

G. Indicate numbers 100-162 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

H. Indicate numbers 163-221 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

I. Trivia Answer: ____

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES Games

1. ActRaiser
2. ActRaiser 2
3. Addams Family
4. Aero the Acrobat
5. Aladdin
6. Alien^3
7. Alien vs. Predator
8. Batman Returns
9. Battlecars
10. Battletoads in Battlemaniacs
11. Bubsy in Claws Encounters of the Furred Kind
12. Bulls vs. Blazers and the NBA Playoffs
13. Clay Fighter
14. Contra III: The Alien Wars
15. Cool Spot
16. Cybernator
17. Daffy Duck: The Marvin Missions
18. Desert Strike
19. Equinox
20. E.V.O.: The Search for Eden
21. Family Feud
22. Final Fantasy II
23. Final Fantasy Mystic Quest
24. Final Fight
25. Final Fight 2
26. F-Zero
27. Goof Troop
28. Hit the Ice
29. Inindo: Way of the Ninja
30. Jimmy Connors' Pro Tennis Tour
31. John Madden's Football '93
32. Jurassic Park
33. The Legend of Zelda: A Link to the Past
34. Lord of the Rings
35. The Lost Vikings
36. The Magical Quest Starring Mickey Mouse
37. Mario's Missing
38. Mario Paint
39. Mech Warrior
40. Metal Combat: Falcon's Revenge
41. Monopoly
42. Mortal Kombat
43. NBA All-Star Challenge
44. NCAA Basketball
45. NFL Football
46. NHLPA Hockey '93
47. NHL Stanley Cup
48. Nigel Mansell's World Championship
49. Pak-Attack
50. Pilotwings
51. Plok
52. Pocky & Rocky
53. Road Runner's Death Valley Rally
54. Rock & Roll Racing
55. Rocky & Bullwinkle
56. Run Saber
57. Secret of Mana
58. The 7th Saga
59. Shadowrun
60. Shanghai II: Dragon's Eye
61. SimAnt
62. SimCity
63. SimEarth
64. The Simpsons: Bart's Nightmare
65. Spider-Man and the X-Men in Arcade's Revenge
66. Star Fox
67. Street Fighter II Turbo
68. Street Fighter II: The World Warrior
69. Super Black Bass
70. Super Bomberman
71. Super Castlevania IV
72. Super Conflict
73. Super Empire Strikes Back
74. Super Ghouls & Ghosts
75. Super High Impact
76. Super Mario All-Stars
77. Super Mario Kart
78. Super Mario World
79. Super NBA Basketball
80. Super Slam Dunk
81. Super Smash TV
82. Super Star Wars
83. Super Strike Eagle
84. Super Turrican
85. T2: The Arcade Game
86. T2: Judgment Day
87. Taz-mania
88. Tiny Toon Adventures — Buster Busts Loose
89. TMNT IV: Turtles in Time
90. Top Gear
91. Troddlers
92. Utopia
93. Vegas Stakes
94. Where in the World is Carmen Sandiego?
95. Wing Commander: The Secret Wars
96. WWF Royal Rumble
97. Yoshi's Cookie
98. Yoshi's Safari
99. Zombies Ate My Neighbors

Game Boy Games

100. Alien^3
101. Baseball
102. Batman: Return of the Joker
103. Battletoads
104. Battletoads in Ragnarok's World
105. Bonk's Adventure
106. Bionic Commando
107. Bubble Bobble 2
108. Caesars Palace
109. Castlevania II: Belmont's Revenge
110. Darkwing Duck
111. Dr. Mario
112. F-1 Race
113. Faceball 2000
114. Felix the Cat
115. Final Fantasy Adventure
116. Final Fantasy Legend
117. Final Fantasy Legend II
118. Final Fantasy Legend III
119. Gargoyle's Quest II
120. Gear Works
121. Golf
122. Jurassic Park
123. Kid Icarus
124. Kirby's Dreamland
125. Kirby's Pinball Land
126. The Legend of Zelda: Link's Awakening
127. Lemmings
128. Looney Tunes
129. Mega Man in Dr. Wily's Revenge
130. Mega Man II
131. Mega Man III
132. Mega Man IV
133. Metriod II: Return of Samus
134. Monopoly
135. Mortal Kombat
136. NBA Challenge 2
137. Operation C
138. Pac-Man
139. Paperboy
140. The Ren & Stimpy Show
141. The Simpsons: Escape from Camp Deadly
142. Speedy Gonzalez
143. Spider-Man 3
144. Sports Illustrated Championship Football & Baseball
145. Super Mario Land
146. Super Mario Land 2 — 6 Golden Coins
147. Super R.C. Pro-Am
148. Star Trek: The Next Generation
149. T2: The Arcade Game
150. Tecmo Bowl
151. Tetris
152. Tiny Toon Adventures
153. Titus the Fox
154. Tom & Jerry: Frantice Antics
155. TMNT: Back from the Sewers
156. TMNT: The Fall of the Foot Clan
157. Raging Fighter
158. Ultima—Runes of Virtue II
159. WWF King of the Ring
160. Yoshi
161. Yoshi's Cookie
162. Zen Intergalatic Ninja

NES GAMES

163. The Addams Family: Pugsley's Scavenger Hunt
164. Baseball Stars
165. Batman Returns
166. Battletoads
167. Battletoads and Double Dragon
168. Blades of Steel
169. Bubble Bobble 2
170. Caesars Palace
171. Casino Kid 2
172. Castlevania III— Dracula's Curse
173. Darkwing Duck
174. Disney's Duck Tales
175. Disney's Duck Tales 2
176. Dragon Warrior
177. Dragon Warrior II
178. Dragon Warrior III
179. Dragon Warrior IV
180. Dr. Mario
181. Final Fantasy
182. The Flintstones Secret at Dinosaurs Peak
183. Indiana Jones & the Last Crusade
184. Jurassic Park
185. Kirby's Adventure
186. The Legend of Zelda
187. Mega Man
188. Mega Man II
189. Mega Man III
190. Mega Man IV
191. Mega Man V
192. Mega Man VI
193. Metroid
194. Mighty Final Fight
195. Monopoly
196. Pac-Man
197. NES Open Tournament Golf
198. NES Play Action Football
199. Ms. Pac-Man
200. The Simpsons: Bart Meets Radioactive Man
201. The Simpsons: Bart vs. the Space Mutants
202. Star Wars
203. Super Mario Bros.
204. Super Mario Bros. 2
205. Super Mario Bros. 3
206. Super Off Road
207. Taz-Mania
208. Teenage Mutant Ninja Turtles
209. Tecmo Bowl
210. Tecmo NBA Basketball
211. Tecmo Super Bowl
212. Tetris
213. Tetris 2
214. Tiny Toon Adventures
215. TMNT Tournament Fighter
216. TMNT II: The Arcade Game
217. TMNT III: The Manhattan Project
218. Yoshi
219. Yoshi's Cookie
220. Zelda II: The Adventure of Link
221. Zen Intergalactic Ninja

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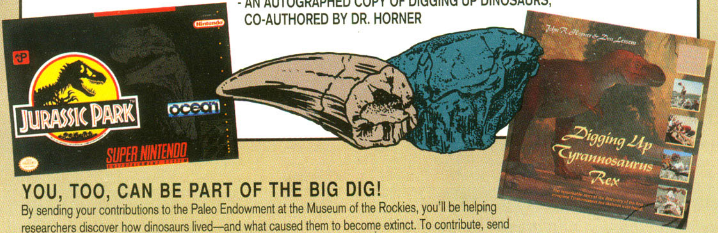

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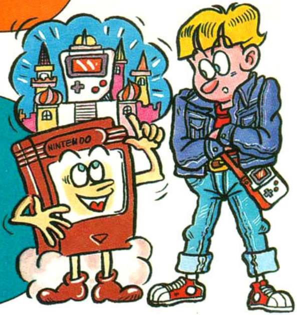
TOP 20

DECEMBER 1993



The big news this month is Mortal Kombat. It took the number one spot on the Super NES chart, but the Legend of Zelda holds the top spots on the other two charts in another strong showing this month. Other noteworthy newcomers include Disney's Aladdin and Madden's NFL '94.

SUPER NES

1 26,100 POINTS 1 MONTH

MORTAL KOMBAT

What a debut! Mortal Kombat goes straight to number one in its first month on the Top 20 charts. The crowd goes wild!

2 23,157 POINTS 4 MONTHS

STREET FIGHTER II TURBO

The new and improved Street Fighter II is a hit, and everybody knows it. Try out all the new moves.

3 15,369 POINTS 2 MONTHS

SUPER MARIO ALL-STARS

This four games-in-one Game Pak has proven to be popular with the Players this month.

4 14,704 POINTS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Link's Super NES adventure will keep the crowds playing for a long time to come.

5 9,124 POINTS

STAR FOX

Fox McCloud and his rag-tag band of fighters take on Andross in the fight of a lifetime.

6	7,951 POINTS	SUPER MARIO KART
7	6,895 POINTS	STREET FIGHTER II: THE WORLD WARRIOR
8	5,252 POINTS	DISNEY'S ALADDIN
9	4,166 POINTS	FINAL FANTASY II
10	3,777 POINTS	MARIO PAINT
11	3,232 POINTS	SECRET OF MANA
12	3,170 POINTS	SUPER EMPIRE STRIKES BACK
13	2,886 POINTS	F-ZERO
14	2,885 POINTS	SIMCITY
15	2,869 POINTS	ZOMBIES ATE MY NEIGHBORS
16	2,845 POINTS	SUPER MARIO WORLD
17	2,642 POINTS	THE LOST VIKINGS
18	2,549 POINTS	ALIEN^3
19	2,504 POINTS	BUBSY IN CLAWS ENCOUNTERS OF THE FURRED KIND
20	2,289 POINTS	MADDEN'S NFL '94

GAME BOY

1 21,514 POINTS
8 MONTHS

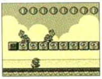
THE LEGEND OF ZELDA: LINK'S AWAKENING

with just your bare hands...

Link has done it! His newest quest has taken the country by storm. Players and Pros agree, Link is number one!

2 20,447 POINTS
15 MONTHS

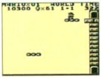
SUPER MARIO LAND 2- 6 GOLDEN COINS



Mario has slipped out of first place for the first time in a long while. It's a great game and a close battle for first.

3 12,017 POINTS
39 MONTHS

SUPER MARIO LAND



Mario's first Game Boy title was the number one game on the Dealer's Picks this month.

4 11,143 POINTS

KIRBY'S DREAM LAND

Kirby's original adventure is still rocking the charts. Check it out!

5 8,561 POINTS

METROID II: RETURN OF SAMUS

Samus has the power to take on the Metroids. Does she have enough to stay in the Top 5?

6	8,505 POINTS	TETRIS
7	8,364 POINTS	JURASSIC PARK
8	8,119 POINTS	FINAL FANTASY LEGEND III
9	7,505 POINTS	MORTAL KOMBAT
10	5,117 POINTS	MEGA MAN IV
11	4,360 POINTS	FACEBALL 2000
12	4,276 POINTS	DR. MARIO
13	3,803 POINTS	FINAL FANTASY LEGEND II
14	3,486 POINTS	GOLF
15	2,865 POINTS	THE REN & STIMPY SHOW
16	2,828 POINTS	KIRBY'S PINBALL LAND
17	2,642 POINTS	FINAL FANTASY ADVENTURE
18	2,630 POINTS	FINAL FANTASY LEGEND
19	2,535 POINTS	PRINCE OF PERSIA
20	2,483 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY

NES

1 12,418 POINTS
63 MONTHS

THE LEGEND OF ZELDA

Link is the man of the hour. His original adventure is still thrilling fans around the world!

2 10,494 POINTS
50 MONTHS

SUPER MARIO BROS. 3

Mario has the moves that put him back in the number two spot again this month. Grab that P-Wing and fly!

3 10,031 POINTS
5 MONTHS

KIRBY'S ADVENTURE

Seven fantastic worlds wait for you to explore in Kirby's first adventure for the NES.

4 9,011 POINTS

JURASSIC PARK

The roar of the Tyrannosaur thunders through the park in this great game by Ocean.

5 8,757 POINTS

TECMO SUPER BOWL

Hut, Hut, Hike! The football season is in full swing with the action in this game.

6	7,040 POINTS	FINAL FANTASY
7	5,992 POINTS	METROID
8	5,387 POINTS	MEGA MAN VI
9	5,328 POINTS	MEGA MAN V
10	5,280 POINTS	DRAGON WARRIOR IV
11	5,001 POINTS	SUPER MARIO BROS. 2
12	5,000 POINTS	BATTLETOADS & DOUBLE DRAGON THE ULTIMATE TEAM
13	4,888 POINTS	TETRIS
14	4,359 POINTS	DR. MARIO
15	3,909 POINTS	YOSHI'S COOKIE
16	3,872 POINTS	TEENAGE MUTANT NINJA TURTLES
17	3,816 POINTS	ZELDA II: THE ADVENTURE OF LINK
18	3,391 POINTS	NES OPEN TOURNAMENT GOLF
19	3,282 POINTS	WIDGET
20	3,217 POINTS	TMNT TOURNAMENT FIGHTER

NOW PLAYING

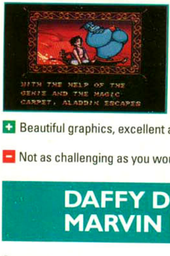
DECEMBER 1993

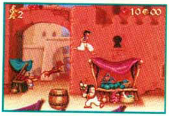
LOOK FOR THESE RELEASES SOON

DISNEY'S ALADDIN

Company	Capcom
Suggested Retail Price	Not Available
Release Date	December 1993
Memory Size	10 Megabits
Game Type	Comic action for one player

Disney's animated classic comes to life on the Super NES. Check out the dazzling graphics and moves in this month's review.


WITH THE HELP OF THE GENIE AND THE MAGIC CARPET, ALADDIN ESCAPES



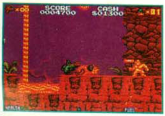
+ Beautiful graphics, excellent animation and superior play control.

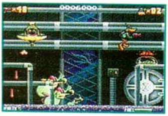
− Not as challenging as you would expect from Capcom.

DAFFY DUCK: THE MARVIN MISSIONS

Company	Sunsoft
Suggested Retail Price	$59.99
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Comic action for one player

Daffy meets Marvin the Martian in Sunsoft's latest Looney Toons action game, which is reviewed this month.





+ Excellent graphics and sound. Engaging play.

− Daffy has some awkward moves, like bouncing backwards from recoil when he shoots.

NHL STANLEY CUP

Company	Nintendo
Suggested Retail Price	$49.95
Release Date	December 1993
Memory Size	16 Megabits
Game Type	NHL hockey for two players

Ice hockey so real it's cold. Take a look at the stats behind the game play in this month's special sports report.

+ Exceptional graphics and realism of play. All the options you want including season play, play-offs, instant replay, penalties on/off and a battery to save it all

− The perspective isn't easy to master. The skating motion, although realistic, makes getting to the puck tougher than in more basic video hockey games. Limited substitution of players.

BATTLE CARS

Company	Namco
Suggested Retail Price	$59.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Combat racing

What happens if you cross F-Zero with Rock 'N Roll Racing? Probably Battle Cars. You'll crash, you'll burn, but if you read the Power Review you might just learn what it's all about.

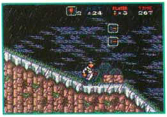
+ Intense, high speed action with some cool moves. Multiple player options.

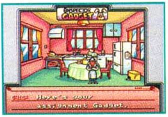
− The graphics of the cars could be clearer. Game goals aren't very clear.

INSPECTOR GADGET

Company	Hudson Soft
Suggested Retail Price	$59.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Comic action for one player

The mechanized sleuth of television fame brings a sense of humor and a lot of fun game play to the Super NES. Gadget must save his niece, who has been kidnapped, and to do it he must use every trick (or gadget) in the book. His assortment of nutty gear includes grappling hooks, punching glove arms and many more handy items that you pick up along the way.





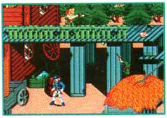
+ A fun, challenging game with some humor thrown in.

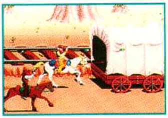
− Controlling Gadget's items isn't always easy. Gadget can't take many hits, so the challenge can be frustrating.

SUNSET RIDERS

Company	Konami
Suggested Retail Price	Between $49-$59
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Arcade shooting action

The popular arcade shooter featuring a side-scrolling view of the Old West moseys into town this month from Konami. There's more action here than you'd find in Dodge City on a Friday night after a stage coach robbery, and everyone is shooting at you. The idea of the game is that you shoot back, then shoot back some more.





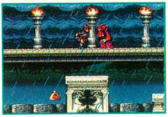
+ Lots of action with some frontier humor to boot.

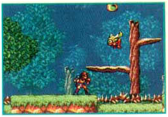
− The animation is disappointing and the game has very little depth.

SKYBLAZER

Company	Sony Imagesoft
Suggested Retail Price	$39.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Side-scrolling action for one player

Fans of action games like Ninja Gaiden should take note of Skyblazer from Sony Imagesoft. You have good control of the hero character and lots of moves like the ability to cling to and climb walls.





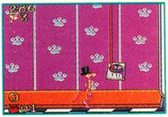
+ Excellent play control and good moves.

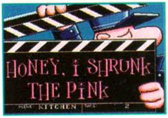
− The story is nothing you haven't heard before, and the graphics are good but unispired. Not challenging enough, although fun while it lasts.

PINK GOES TO HOLLYWOOD

Company	TecMagik
Suggested Retail Price	$64.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Comic Action

The Pink Panther springs into action in this inventive game from TecMagik. Pink makes his way through movie sets, picking up power-ups that he pulls from his magic hat, like an instant bridge for crossing wide gaps or a hole in which enemies can vanish. The most intriguing part of this game, however, is that you must explore to find all sorts of hidden levels within levels. For instance, in a kitchen area you can go into a refrigerator that seems like part of the background. Once inside the fridge, you can go inside a turkey on the bottom shelf where you'll find yet another stage.





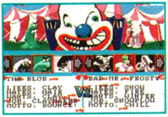
+ Excellent music and graphics plus lots of hidden levels and items.

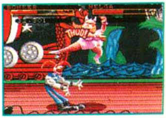
− Using Pink's magic items is often awkward.

CLAY FIGHTERS

Company	Interplay
Suggested Retail Price	Not Available
Release Date	December 1993
Memory Size	16 Megabits
Game Type	Comic street fighting action for two players

Everyone from Elvis to the Blob wants to get into the street fighting scene in this claymation classic from Interplay. This month's review shows you the hot moves and gives you a look at how the clay figures came to life.





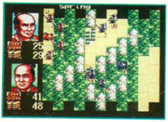
+ Fun graphics and play. Exceptional music and sound with full vocals on the intro song.

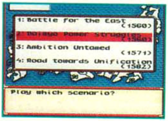
− A fairly quick play against the computer. It's the most fun in the two-player mode.

NOBUNAGA'S AMBITION

Company	Koei
Suggested Retail Price	$59.95
Release Date	December 1993
Memory Size	4 Megabits
Game Type	Historical strategy

The classic game of strategy, politics, economics and war makes its Super NES debut. In your efforts to defeat your untrustworthy neighbors, or at least stay alive, you'll have to control your resources, make diplomatic overtures and wage war when all else fails.




1: Battle for the East (1560)
2: Daimyo Power Struggles (1560)
3: Ambition Untamed (1571)
4: Road towards Unification (1582)
Play which scenario?

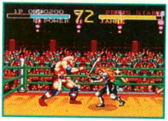
+ Lots of strategic game play and challenge. Super Nobunaga has a battery save feature and Super NES Mouse compatibility, which is the best way to play it.

− The graphic menu icons are confusing.

WORLD HEROES

Company	Sunsoft
Suggested Retail Price	$74.99
Release Date	November 1993
Memory Size	16 Megabits
Game Type	Fighting action for two players

Another arcade street fighter comes to the Super NES. Oh joy!



MODE SELECT
WORLD HEROES
DEATH MATCH

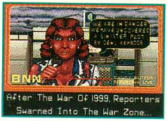
+ Good graphics with some cool moves. Definitely one of the better street fighting titles.

− There's nothing new here, but if you're a World Heroes fan, that's probably good news.

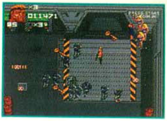
TOTAL CARNAGE

Company	Malibu
Suggested Retail Price	$54.99
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Action

The ghost of Smash TV returns on this futuristic battlefield where you must survive hordes of gun-toting attackers. One or two players can face the onslaught and mow them down with a great arsenal that includes anti-mutant rockets, defensive spikes and more cool sci-tech Power-Ups.



After The War Of 1999, Reporters Swarmed Into The War Zone...



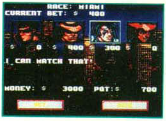
+ Good graphics and fast, constant action for one or two players.

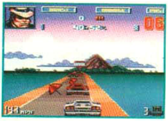
− The aiming control takes a while to get used to. Not much different from Smash TV.

LAMBORGHINI AMERICAN CHALLENGE

Company	Titus
Suggested Retail Price	$54.99
Release Date	December 1993
Memory Size	4 Megabits
Game Type	Road rally racing

Put your money where your lead foot is and take the challenge. This unique racing game lets you bet on your performance and win a purse for each race. You have to beat 18 top rally drivers on roads all over the U.S. Two players can compete.





+ You can use the Super NES Mouse and Super Scope controllers. Good performance on the car.

− Steering with the Mouse is awkward. The password is also awkward.

TIME SLIP

Company	Vic Tokai
Suggested Retail Price	Not Available
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Action

The Tirmatians are invading Earth in five different periods of time – and Dr. Gilgamesh is the only human who can stop them. This plot leads you into six levels of non-stop shooting, jumping, ducking and grabbing of Power-Ups.

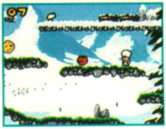
+ Fun, fast action.

− Mediocre graphics and not a lot of variety of play.

OUT TO LUNCH

Company	Mindscape
Suggested Retail Price	$64.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Action

You'll begin your culinary adventure in Switzerland and move on to exotic locales like China and the jungle where you'll have to collect a wide assortment of reluctant food stuffs. There are many stages within each country, and the game gets progressively more difficult. Each stage is timed and, as you'll soon learn, the food can bite back if you're not careful.



GET READY FOR...
SWITZERLAND

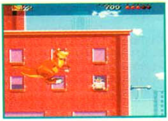
+ Fun graphics and music.

− The challenge may not keep players engaged.

WE'RE BACK: A DINOSAUR'S STORY

Company	Hi-Tech Expressions
Suggested Retail Price	$59.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Action

The cartoon dinosaurs of the Spielberg movie star in this five-stage Super NES action game. In this traditional scrolling platform game, you'll be able to run, jump, swipe your tail at enemies, throw things and collect Power-Ups of various kinds. You can also use Elsa, Woog and Dweeb--your dino friends--once you've found them.



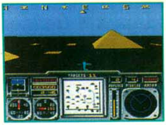
+ These dinosaurs won't scare the daylights out of you like those in Jurassic Park. The theme is more suitable to young players.

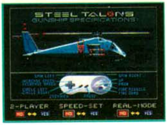
− Poor play control and repetitive play make it a tiresome journey.

STEEL TALONS

Company	Left Field
Suggested Retail Price	$49.99
Release Date	December 1993
Memory Size	4 Megabits
Game Type	Air combat for one or two players

Once you join the elite helicopter gunship squadron known as the Steel Talons, you'll take off on dangerous missions behind enemy lines in this 3-D flight sim. The 12 missions generally involve penetrating enemy airspace and blasting everything in sight with machine guns and missiles. This game also features an Expert Mission and a Training Mission for getting started.





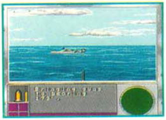
+ A two-player option allows a second player to take over the position of gunner.

− The blocky graphics aren't impressive. Control of the chopper is rough.

SUPER BATTLESHIP

Company	Mindscape
Suggested Retail Price	$59.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Combat strategy

You are in charge of a small fleet in each Super Battleship scenario. You're usually outgunned, so you have to make clever use of your ships. When you fire guns, the screen becomes a side-angle view where you aim at the enemy on the horizon line. Missiles can be controlled directly in a Mode 7, fly-by-wire sequence. You can even play a one-man version of the classic game of Battleship.



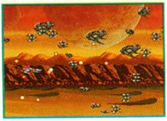
+ A unique approach combining some strategy and some action. Some fun graphics and sound effects.

− The action element requires only simple skills and the strategy element may not satisfy hard-core strategy players.

BIOMETAL

Company	Activision
Suggested Retail Price	$59.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Space shooter

You must pilot the galaxy's top fighter to save the world. Expect realistic looking backgrounds as the Halbard fighter wings its way through countless enemy BioMetals. Biometal doesn't cover any new ground, but it does a good job of going where shooters have gone before.



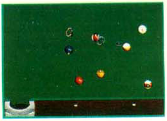
+ Good graphics and play control.

− No innovation and medium challenge

CHAMPIONSHIP POOL

Company	Mindscape
Suggested Retail Price	$64.95
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Pool

Mindscape puts it all together in their multi-player, multi-game Championship Pool Game Pak. There are 12 different pool games including Three Ball, Eight Ball, Nine Ball, Ten Ball, Rotation, Cut Throat and even a freestyle option that lets you make up your own game.



+ Lots of variety and options that make the game great for one-or multi-player sessions.

− The controls for setting up shots and some views are awkward.

METAL COMBAT

Company .... Nintendo
Suggested Retail Price $49.95
Release Date .... November
Memory Size .... 8 Megabits
Game Type .... Super Scope combat

Climb aboard your ST (Standing Tank) and enter the brutal sporting action of the future with Metal Combat. Check out our Super Scope round-up to focus on all the new features.

+ A much-improved sequel to Battleclash. The two-player option offers some unique, fun play.

– It can be difficult seeing enemy shots. The challenge of the one-player game is a bit weak.

THE REN & STIMPY SHOW: BUCKEROO$

Company .... T*HQ
Suggested Retail Price $44.95
Release Date .... December 1993
Memory Size .... 2 Megabits
Game Type .... Comic action

The weirdest pair on TV is back for another video game adventure. In fact, Ren and Stimpy actually have adventures in three locales: the Old West, Sherwood Forest, and Outer Space. If you're expecting hilarious hairball antics, go watch your cat. This is basic action, just jumping and shooting.

+ The graphics capture the artistic flavor of the cartoon series.

– Play control is poor and many of the game elements aren't engaging.

BONK'S ADVENTURE

Company .... Hudson Soft
Suggested Retail Price .... Not Available
Release Date .... December 1993
Company .... Nintendo
Memory Size .... 3 Megabits
Game Type .... Action

The biggest head in the video game universe belongs to Bonk, and in his latest adventure he uses it to bonk his enemies. Bonk and bounce through a wild assortment of levels including a trek through the bowels of a dinosaur. Expect multiple stages of platform action.

+ Unusual play with inventive stages.

– Play control isn't as sharp as the Game Boy version of Bonk.

MEGA MAN VI

Company .... Capcom
Suggested Retail Price .... Not Available
Release Date .... December 1993
Memory Size .... 4 Megabits
Game Type .... Action

The Blue Bomber's sixth trip to the NES may be his best. This month, Power focuses on the latest action.

+ Excellent graphics, play control and challenge.

– The only real weakness is the lack of originality.

TETRIS 2

Company .... Nintendo
Suggested Retail Price $39.95
Release Date .... December 1993
Memory Size .... 2 Megabits
Game Type .... Puzzle Action

Let the blocks fall where they may...NOT! The latest action puzzle with falling blocks may give you brain lock. To avoid that, check out the tips in this month's review.

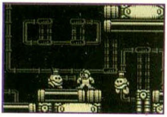
+ Great challenge for one or two players.

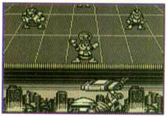
– Plain graphics and unoriginal play that doesn't vary greatly from Tetris or Dr. Mario.

MEGA MAN IV

Company .... Capcom
Suggested Retail Price .... Not Available
Release Date .... December 1993
Memory Size .... 4 Megabits
Game Type .... Action

Mega Fun for action fans. Check out this month's review of the fourth Mega Man game for Game Boy.





+ Play control, graphics and challenge are all exceptional.

– The theme is the same as always. No real surpises.

TOM & JERRY: FRANTIC ANTICS

Company .... Hi-Tech Expressions
Suggested Retail Price $29.95
Release Date .... December 1993
Memory Size .... 1 Megabit
Game Type .... Comic action

Tom and Jerry appear on Game Boy for the second time, and this game has more variety and challenge than the original. Power plays cat and mouse in the review this month.

+ Fun and simple.

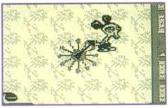
– The graphics are dark and can be unclear.

THE REN & STIMPY SHOW: VEEDIOTS

Company	T*HQ
Suggested Retail Price	Not Available
Release Date	December 1993
Memory Size	2 Megabits
Game Type	Comic Action

Ren and Stimpy are back on the Game Boy circuit with Veediots, which looks remarkably like the Super NES game of the same name. Expect some humor along the way as you run, jump and throw items at your enemies while the clock counts down.

THE BOY WHO CRIED RAT!



+ Good graphics.

− Poor play control and challenge.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
BATTLE CARS	NAMCO	2P-S/8P-A	3.1	3.1	3.5	3.6	COMBAT RACING
BIOMETAL	ACTIVISION	1P	3.7	3.5	3.0	2.8	SPACE SHOOTER
CHAMPIONSHIP POOL	MINDSCAPE	8P	3.1	3.3	3.4	3.5	POOL
CLAY FIGHTER	INTERPLAY	2P-S	4.4	3.3	3.4	3.9	STAGE FIGHTING
DAFFY DUCK: THE MARVIN MISSIONS	SUNSOFT	1P	3.8	3.2	3.4	3.9	COMIC ACTION
DISNEY'S ALADDIN	CAPCOM	1P/PASS	4.2	4.2	3.9	3.9	COMIC ACTION
INSPECTOR GADGET	HUDSON SOFT	1P	3.3	3.2	3.5	4.0	COMIC ACTION
METAL COMBAT	NINTENDO	2P-S/BATT	3.4	3.6	3.6	3.5	SUPER SCOPE
NHL STANLEY CUP	NINTENDO	2P-S/BATT	3.9	3.1	4.0	3.9	NHL HOCKEY
NOBUNAGA'S AMBITION	KOEI	1P/BATT	3.8	2.5	3.8	3.8	STRATEGY RPG
OUT TO LUNCH	MINDSCAPE	2P-A	3.1	3.2	2.8	2.8	ACTION
PINK GOES TO HOLLYWOOD	TECMAGIK	1P	3.8	2.8	3.1	3.5	COMIC ACTION
SKYBLAZER	SONY IMAGESOFT	1P/PASS	3.4	4.1	3.5	3.7	ACTION
LAMBORGHINI AMERICAN CHALLENGE	TITUS	2P-S/PASS	2.8	3.1	2.8	3.2	RACING
STEEL TALONS	LEFT FIELD	2P-S	2.8	2.8	2.8	3.3	SIMULATION
SUNSET RIDERS	KONAMI	2P-S	3.4	3.6	3.4	3.3	ARCADE ACTION
TIME SLIP	VIC TOKAI	1P	3.3	3.3	2.8	2.9	ACTION
TOTAL CARNAGE	MALIBU	2P-S	3.0	3.0	3.3	2.9	ACTION
WE'RE BACK: A DINOSAUR'S STORY	HI TECH	2P-A	3.3	2.7	2.3	2.7	ACTION
WORLD HEROES	SUNSOFT	2P-S	3.3	3.4	3.4	2.9	STAGE FIGHTING

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
MEGA MAN VI	CAPCOM	1P/PASS	3.8	3.8	4.0	3.0	ACTION
TETRIS 2	NINTENDO	2P-S	3.1	3.6	3.8	3.4	ACTION PUZZLE
BONK'S ADVENTURE	HUDSON SOFT	1P	3.0	3.2	3.2	3.5	ACTION
THE REN & STIMPY SHOW: BUCKEROO$	T*HQ	1P	3.3	2.3	2.8	3.3	ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
MEGA MAN IV	CAPCOM	1P/PASS	3.5	3.8	3.5	3.5	ACTION
TOM & JERRY: FRANTIC ANTICS	HI TECH	2P-A/PASS	2.5	3.7	3.0	2.7	ACTION
THE REN & STIMPY SHOW: VEEDIOTS	T*HQ	1P	3.5	2.7	2.8	2.7	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO
POWER

A LOOK INTO THE GAMES OF THE FUTURE

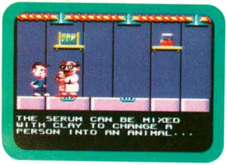
PAK WATCH

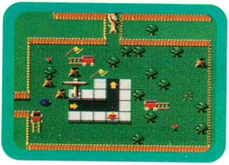
CLAYMATES

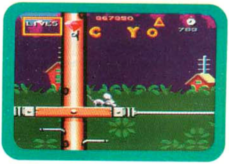
INTERPLAY

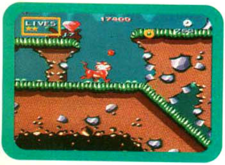
More clay is on the way from Interplay. Although Claymates was first reported by Pak Watch more than a year ago, the Super NES game featuring Interplay's claymation characters is only now finishing up in development, and what a finish it is turning out to be! This Game Pak really packs in the game play for one or two players in the alternating mode. As you progress through a given stage, you begin as an unmolded ball of clay. When you pick up a colored ball, you'll transform into one of five clay critters: a mouse, a gopher, a cat, a bird or a fish. Each of the characters has special abilities that allow it to get through a certain area or reach one of the dozens of hidden areas in the game. Besides terrific graphics and good play control, Claymates boasts tons of hidden items. Because there's always something new to discover, this Pak Padre never tired of the play, even when having to repeat a stage.

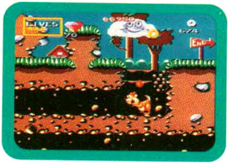
Claymates also contains puzzle games between the action stages. In an overhead view you have to manipulate some objects to get past an obstacle. You'll also find bonus areas. To wrap it all up, the music and sound effects are excellent in a clownish, slapstick way, adding to the sense that you're off on a nutty adventure.


THE SERUM CAN BE MIXED
WITH CLAY TO CHANGE A
PERSON INTO AN ANIMAL...







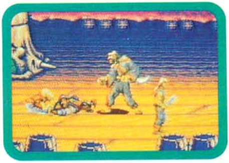


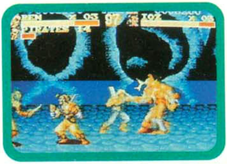
CONTINUE?
YES
NO

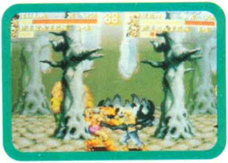
PIRATES OF DARK WATER

SUNSOFT

Cartoon and adventure fans, grab your swords. The Pirates of Dark Water has finally shown up at the Pak Watch desk and the game is scheduled to walk the plank early next year. The story line of this eight-level action game remains true to the cartoon as the heroes search for 13 lost treasures while being plagued by a pirate named Bloth. The graphics convey a sense of dark adventure. This Pak Pirate was pleased to see that the game has an option for two-player simultaneous action. Although most of the areas feature side-scrolling action along the lines of Double Dragon, the three characters--Ren, Tula and Ioz--can use martial arts moves as well as weapons and magic. The game also includes some flying and shooting stages to add to the variety. From caves and jungles to Bloth's evil pirate ship, The Pirates of Dark Water covers a lot of ground...and sea.



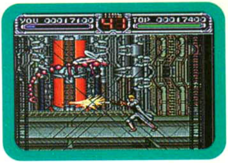


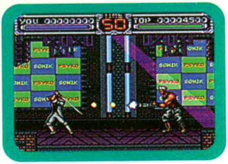


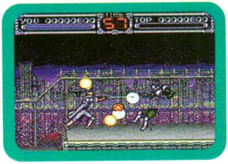
X-KALIBER 2097

ACTIVISION

Activision gave us a first look at X-Kaliber, a cyberpunk action game featuring street action with a super sword that fires bolts of energy. Your Pak Punks are always into futuristic justice and mayhem, but X-Kaliber has a second cool feature--a two-player challenge mode in which you can battle your friends. The story is about an uncorruptible agent in Neo New York, circa A.D. 2097 who must fight an army of mutants and shape-shifting morphs commanded by a warlord. All you have is your trusty sword to help you through the six levels. Your sword moves include thrust, parry and swipe, plus it can shoot energy across the screen. With music from Psykosonik, X-Kaliber seems to capture a lot of the atmosphere of a dark techno-future.



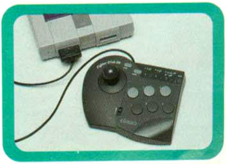




FIGHTER STICK SN

ASCIIWARE

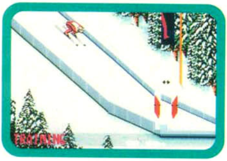
Asciiware sent their most recent Super NES controller to Pak Watch for a test drive and this Stick Watcher was impressed. First off, the new Asciiware Fighter Stick SN is super solid. It has the weight and the smooth action that will stand the test of time no matter how hard you wail on the thing. Second, it's got all sorts of great gizmos like independent turbo for every button, auto turbo and slow motion. With the turbo power cranked, you'll unleash up to 36 punches per second. That's playing with power. The button configuration is a bit different, as you can see in the photo, and it took a little getting used to, especially trying to find the Start and Select buttons way up there on top of the controller. The Fighter Stick should be available now for a suggested retail price of $49.95.

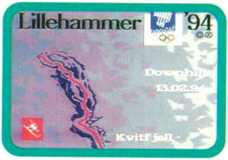


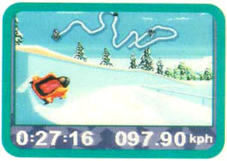
WINTER OLYMPIC GAMES

U.S. GOLD

The games haven't begun in Lillehammer, Norway, quite yet, but when they do, you'll be able to try out many of the Olympic sports in this Super NES game from U.S. Gold. Your Pak Participants strapped on skis and skates and sluiced down mountains via bobsled and luge. Skiing events included downhill, slalom, ski jumping, biathalon (shooting and cross-country) and freestyle. The luge and bobsled courses place you in the sled in a wild 3-D ride that may remind you (at least while you're learning) of the Jamaican bobsled team. Ya, mon, it's cool running. Winter Olympic Games lets you compete in a tournament that includes every event, or you can practice your favorite events, trying to set a record in the downhill or the ski jump course. Although the events are individual, you can hold tournaments with three friends in your own mini Olympics. Winter Olympic Games should be out by the opening ceremonies.



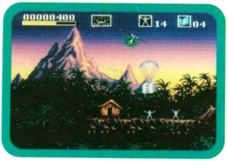


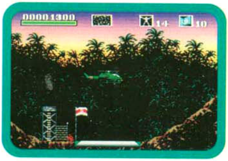


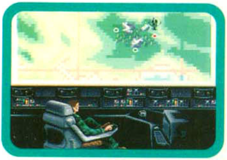
CHOPLIFTER III

EXTREME

This hit arcade game from Extreme hoved into view the other day and your Pak Pilot immediately took to the air for some challenging rescue missions over hostile territory. The graphics looked good and play control felt tight. The missions consist of destroying enemy troops and equipment, dodging incoming shots and missiles and picking up prisoners. Rough terrain and lots of anti-aircraft fire combine for a good challenge. Once you rescue enough POWs, you'll move on to the next, tougher mission. You're also able to pick up lots of new missiles and extra weapons that boost your arsenal tremendously.



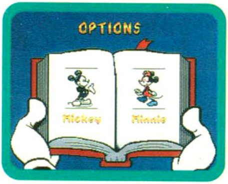


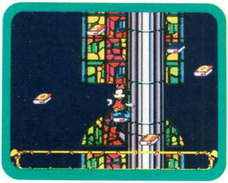


MICKEY'S ULTIMATE CHALLENGE

HI-TECH

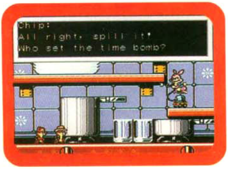
Mickey's Challenge is five different games in one, each linked by a common story and adventure-like interface. Mickey or Minnie (take your pick) travels to the Kingdom of Beanwick, a magical place inhabited by Disney characters. The mini games include several types of puzzle and memory games. One involves remembering patterns of sounds while in another you must remember the order of items. Good music and animation help bring the interface alive, but the games are designed for players five years old and up, and the adventure element is limited to moving around Beanwick and talking to characters.



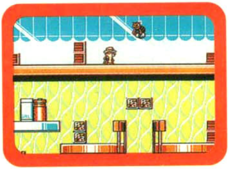


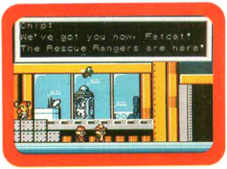
CHIP 'N DALE RESCUE RANGERS 2 CAPCOM

Chip and Dale are back for more adventure in this Disney action romp from Capcom. Your Pak Watcher expected a sequel similar to the original NES Rescue Rangers game, and that's exactly what he got. Using Chip or Dale, you squirrel through multiple side-scrolling stages both inside and outside. There are enemies, puzzles and lots of stuff to throw. Although there didn't seem to be anything radically new in the game, the control seemed excellent and the play was always fast and fun, just what you'd expect from Capcom.



Chip:
All right, spill it!
Who set the time bomb?

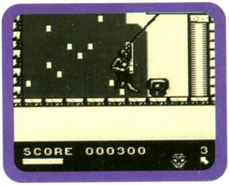


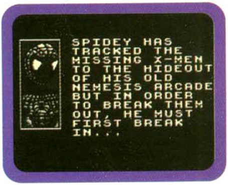


Chip:
We've got you now, Fatcat!
The Rescue Rangers are here!

SPIDER-MAN & X-MEN: IN ARCADE'S REVENGE ACCLAIM

Once we popped this Pak into the Game Boy, it became immediately clear that Peter Parker, a.k.a. SpiderMan, is looking better than ever. Fans of the Super NES version of Spider-Man and the X-Men will recognize the play in this small-screen version. If you're more familiar with previous Game Boy Spider-Man games, however, you're in for a welcome surprise. Play control and graphics are both improved in this game. Using the web-shot is no longer a chore and the game has a lot of variety, from fighting to figuring out how to work through mazes. Look for Spidey early this winter.

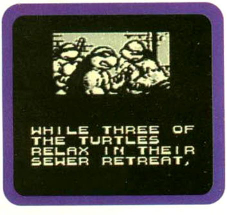




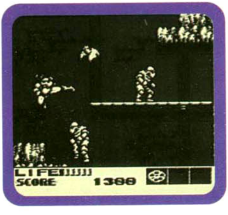
SPIDEY HAS TRACKED THE MISSING X-MEN TO THE HIDEOUT OF HIS OLD NEMESIS ARCADE BUT IN ORDER TO BREAK THEM OUT, HE MUST FIRST BREAK IN...

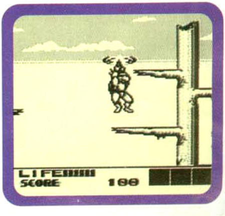
TMNT III: RADICAL RESCUE KONAMI

The best Turtles game yet for Game Boy is on its way. This Pak Watcher was impressed by Radical Rescue's graphics and game play. Controlling Michelangelo (and the bros. once you rescue them) players have free scrolling access to every area of a stage, and the stages are big places where you must explore, fight lots of enemies and collect Power-Up pizzas among other things. In the story, three of the Turtles charge off to save April while Michelangelo returns with pizza. Now, not only April needs saving, but Raph, Don and Leonardo, too. Look for this game in January along with Batman: The Animated Series.



WHILE THREE OF THE TURTLES RELAX IN THEIR SEWER RETREAT,





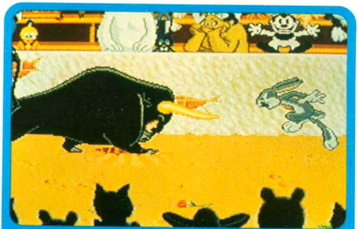
PAK WATCH UPDATE

Speedy Gonzalez will move up from Game Boy to a Super NES version next year as Sunsoft continues it's cartoon crusade to convert every *Looney Tunes* character into great gaming action. Word from **Sunsoft** is that after Bugs and Speedy, *Porky Pig* may be next. In the opposite direction, *Taz* has been made into a Game Boy game after beginning life as a Super NES title. Taz should be out early next year along with the awesome looking *Bugs Bunny: Rabbit Rampage*

Some pretty haunting Super NES games are on the way for '94, including a Super NES version of the popular board game, *Nightmare*, and a game based on the movie, *Warlock*. Less frightening, but just as fun, will be **Konami's** Super NES version of *Batman: The Animated Series*. At this time the game is only in the earliest stages of development and no screen shots are available, but your Pak Hounds will track down info as soon as it is available.

A game that is guaranteed not to scare anyone is coming from **TecMagik** and stars the famous cartoon pair of *Sylvester and Tweety*. Also in the works at TecMagik are *Andre Agassi Tennis* and a *Steven Segal* fighting game that uses digitized figures similar to Mortal Kombat.

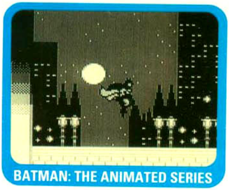
Other Super NES news includes an update from **Sony Imagesoft** on its *ESPN series of games*. Originally, Sony wanted to release the games by this month, but development fell a bit behind. Sports fans will be pleased to hear, however, that the Football and Baseball games are back on track and should be on the shelf in the first half of '94.

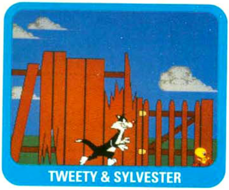

BUGS BUNNY: RABBIT RAMPAGE

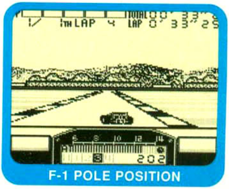
Troy Aikman Football won't be coming out as soon as anticipated. **Tradewest** wants to polish the game as much as possible before releasing it. This Pak Watcher applauds that kind of thinking, especially when the game already looks like a winner. Incidentally, Tradewest and Troy Aikman really did get together to develop this game, as can be seen in the snapshot they sent us. Apparently the Super Bowl-winning quarterback is a major video game fan.

Game Boy news this month includes a soon-to-be-released racing game from **Ubi Soft**, *F-1 Pole Position*, which features a two-player Game Link option for racing around the world. Ubi is also getting close to completion on *Tip-Off* and *John Madden Football*, both of which should appear by March.

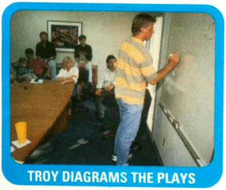
Kemco has announced the development of a game starring the *Stone Protectors* characters. The new action figures have been doubling sales in recent months over such

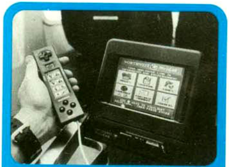

BATMAN: THE ANIMATED SERIES

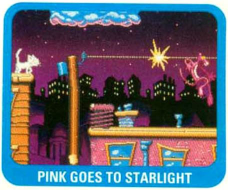

TWEETY & SYLVESTER



F-1 POLE POSITION


TROY DIAGRAMS THE PLAYS


NINTENDO GATEWAY SYSTEM


PINK GOES TO STARLIGHT

heavyweights as the Teenage Mutant Ninja Turtles.

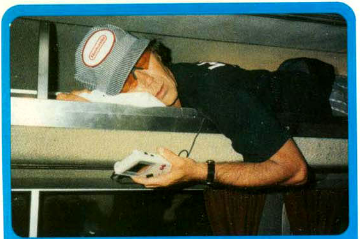
Game Boy isn't the only video game system on the go thanks to *Nintendo's Gateway System*, a commercial version of the Super NES that has already been installed on several **Northwest Airlines** 747 jetliners and which will soon be found in more jets, hotels, and cruise ships. Developed by Nintendo's R&D group in Redmond, the system offers travelers a chance to choose from ten Super NES games, movies, audio CD, shopping and informational services.

Speaking of games on the go, your Pak Watcher boarded a train in New York last August along with twenty journalists and Game Boy fans to partake in the first ever cross-country video game contest. From New York to Seattle, the contestants fought the Nightmares of *Link's Awakening*. The gamers could buy info in exchange for Rupees, but most of them were so involved that they didn't even ask for the time of day. Talk about game crazy. Deprived of their Game Boys during a brief layover in Chicago, many of the contestants ran off to Battletech for a quick video war. In the end, *Nintendo World Champion Jeff Hansen* took the honors by reaching the Wind Fish first. As you can see, some contestants, like *Warp Magazine's* Mike Chantry, wouldn't put down their Game Boys for anything.

Howard Phillips, former Nintendo Fun Club President, has moved on from T*HQ to start up a new development team for **Absolute** in Redmond, Washington. Howard will be working closely with Absolute's West Coast programming group headed by David Crane. Absolute opened another new development office in Baltimore with former Microprose programmer, Paul Coletta.

Mortal Kombat fans can pick up some free tips from **Acclaim** by requesting a copy of *The Pit*. This newsletter contains information on characters and answers the most popular questions about Mortal Kombat. You can also order MK merchandise. For a free copy, write to: The Pit, P.O. Box 9005, Oyster Bay, NY 11771.

The Starlight Foundation, a nonprofit organization dedicated to granting the wishes of seriously ill children, held a fund raising evening in October and Nintendo licensee **TecMagik** was on hand to help the effort. There was a carnival, lots of games and entertainment and celebrities such as Mel Gibson and Emma Samms. The Pink Panther, star of TecMagik's *Pink Goes To Hollywood* and the official mascot of the Starlight Foundation, was on hand to meet hundreds of kids at the event.



LINK'S AWAKENING: JUST A DREAM...?

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
Beauty And The Beast	Winter '94
Bugs Bunny: Rabbit Rampage	Winter '94
Choplifter III	Winter '94
Claymates	Winter '94
Flashback	Winter '94
Jungle Book	Winter '94
Lester The Unlikely	Winter '93
Lord of the Rings	Winter '94
Metal Marines	Winter '94
Mickey's Ultimate Challenge	Winter '94
NBA Jam	Winter '94
NFL Quarterback Club	Winter '94
Obitus	Winter '94
RoboCop Vs. The Terminator	Winter '94
Soldiers Of Fortune	Winter '94
Speedy Gonzales	Winter '94
Star Trek: The Next Generation	Winter '94
Super Battletank 2	Winter '94
T2 The Arcade Game	Winter '94
TMNT Tournament Fighter	Winter '94
Turn And Burn: No Fly Zone	Winter '94
Wolfenstein 3-D	Winter '94
X-Kaliber 2097	Winter '94
Young Merlin	Winter '94

GAME BOY

Batman: The Animated Series	Winter '94
F-1 Pole Position	Winter '94
Itchy & Scratchy: Teed Off	Winter '94
John Madden Football	Spring'94
Tetris 2	Winter '94
TMNT 3	Winter '94

NES

Alfred Chicken	Winter '94
Asterix	Winter '94
Chip 'N Dale Rescue Rangers 2	Winter '94
Ren & Stimpy: BuckerooS	Winter '94

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 56

MEGA MAN X

Everybody asked for it, so here it is! Mega Man hits the Super NES in style. Great graphics, great sound and a great game, all in next month's issue.

T.M.N.T.
TOURNAMENT FIGHTER

If you are a Turtles fanatic and you dig street fighting games, then this title is for you. Control all the hard-hitting action in this great game from Konami.

TOURNAMENT FIGHTERS

HEY, WE'VE FOUND OUT THE ART MUSEUM!!

MIKE
5027800
ASKA
5000000

BATMAN:
THE ANIMATED SERIES

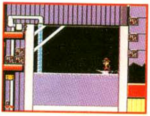
There's a new bat in town, and he's showing up on the Game Boy system first! Batman gets a whole new look in his newest game.

BATMAN
The Animated Series

CHIP 'N DALE
RESCUE RANGERS 2

Fat Cat has escaped from prison and is once again terrorizing the town. Chip, Dale and the rest of the Rescue Rangers must stop him before it's too late.

Disney's
CHIP 'N DALE
RESCUE RANGERS
2
Press START button



BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 47 (Apr. '93): Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.
Volume 48 (May. '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.
Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n Ice.
Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES).
Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien^3 (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park (NES), King's Quest V.
Volume 52 (Sept. '93): Final Fight 2, The 7th Saga, Super Mario All-Stars, Rock 'N Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Tiny Toon Cartoon Workshop.
Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.

SPECIAL OFFERS

Issues from our first three years are available in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventure of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Batman
Tetris
Final Fantasy

Six of the most popular NES games of all time are featured in volumes 7 through 12.

Super Mario Bros. 3
Rescue Rangers
Ninja Gaiden II
Maniac Mansion
Final Fantasy
Dr. Mario
4-Player Extra

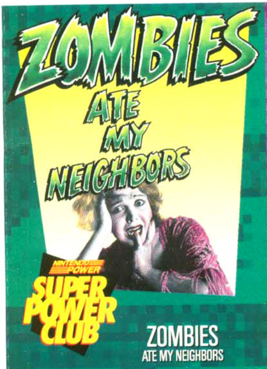
The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

POWER CHALLENGE TRADING CARDS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MY
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NINTENDO POWER
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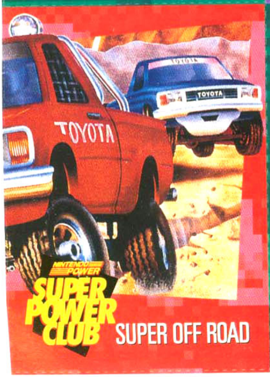
ZOMBIES
ATE MY NEIGHBORS

NINTENDO POWER
SUPER POWER CLUB
T2: THE ARCADE GAME

NINTENDO POWER
SUPER POWER CLUB
THE LOST VIKINGS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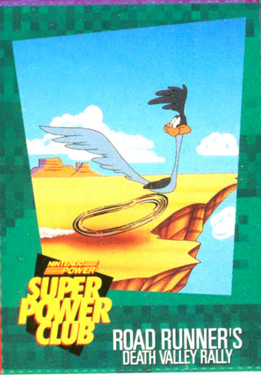
SUPER OFF ROAD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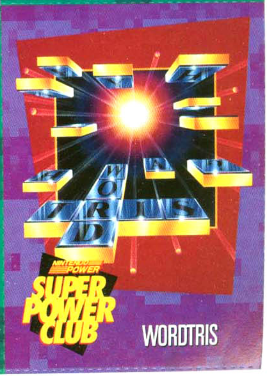
DEATH VALLEY RALLY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TRIS
NINTENDO POWER
SUPER POWER CLUB
WORDTRIS

POWER CHALLENGE TRADING CARDS

POWER CARD #92

THE LOST VIKINGS™

DESCRIPTION *After being kidnapped for a zoo display, three Vikings are trying to get back to Earth. Olaf, Erik, Baleog each have special abilities to help them get back home. Beware! If it takes you too much time on a level, Thor, King of the Vikings, will show his displeasure!*

CHALLENGE *Can you finish these levels without being warned by Thor, King of the Vikings?*

Novice: *Using password CVRN*
Intermediate: *Using password H0PP*
Pro: *Using password 4RN4*

SYSTEM: *Super NES*
GAME TYPE: *Comic Puzzle Action*
# OF PLAYERS: *2*
RELEASED: *3/93*
COMPANY: *Interplay*

™&©1992 Interplay Productions ©1992 Silicon & Synapse

POWER CARD #87

T2: THE ARCADE GAME™

DESCRIPTION *It is July 11, 2029 and you must attack and destroy the Skynet System in order to get on to your main objective: Destroy Cyberdine Systems and stop a nuclear war. The fate of the world rests in your hands – can you do it?!*

CHALLENGE *How high can you score in the First Stage?*

Novice: *125,000*
Intermediate: *175,000*
Pro: *200,000*

SYSTEM: *Game Boy*
GAME TYPE: *Movie Action*
# OF PLAYERS: *1*
RELEASED: *11/92*
COMPANY: *LJN*

TERMINATOR, T2, ENDOSKELETON, and depiction of ENDOSKELETON are ™ of Carlco Pictures, Inc. © 1991 Midway ® Manufacturing Company. All rights reserved.

POWER CARD #95

ZOMBIES ATE MY NEIGHBORS™

DESCRIPTION *It sounds like a bad horror flick, but it plays like a champ. Fight zombies, crazies with chainsaws, and aliens too! It is up to you to save your neighbors and the world.*

CHALLENGE *How many Zombies can you defeat to finish Zombie Panic?*

Novice: *10 Zombies*
Intermediate: *5 Zombies*
Pro: *No Zombies, just run away!!*

SYSTEM: *Super NES*
GAME TYPE: *Comic Action*
# OF PLAYERS: *2*
RELEASED: *10/93*
COMPANY: *Konami*

Zombies Ate My Neighbors ™ & © 1993 LucasArts © Konami (America) Inc.

POWER CARD #83

WORDTRIS™

DESCRIPTION *Here's a very challenging puzzle game with a neat twist. You must use the letters that fall from the top of the screen to make words. If you let too many letters fall, the game is over! With a vocabulary of over 50,000 words, Wordtris is a true mind bender!*

CHALLENGE *Starting on Level C with a two minute time limit, can you score over 1000 points?*

Novice: *Expert Difficulty Level*
Intermediate: *Advanced Difficulty Level*
Pro: *Novice Difficulty Level*

SYSTEM: *Game Boy*
GAME TYPE: *Word Puzzle*
# OF PLAYERS: *2*
RELEASED: *11/92*
COMPANY: *Spectrum Holobyte*

™ & © 1992 Sphere Inc. © 1992 Armenica

POWER CARD # 51

ROAD RUNNER'S DEATH VALLEY RALLY™

DESCRIPTION *Wile E. Coyote has devised five fool-proof traps for the Road Runner, and only you can stop his dastardly plot! Run the fastest bird in the West through 20 levels in this super sonic, super challenging adventure! It's the next best thing to watching the cartoons!*

CHALLENGE *How far can you get without getting hit?*

Novice: *Level 1-3*
Intermediate: *The Catapult*
Pro: *Level 2-3*

SYSTEM: *Super NES*
GAME TYPE: *Cartoon Action*
# OF PLAYERS: *1*
RELEASED: *12/92*
COMPANY: *Sunsoft*

™ & © 1992 Warner Bros. Inc. © 1992 Sunsoft of America

POWER CARD #71

SUPER OFF ROAD™

DESCRIPTION *It's every man for himself in this rough and tumble 4 x 4 racing simulation! Drive your souped-up truck around a dirt track, jumping ditches and shoving your opponents into the wall, all the while trying to pick up some quick cash to buy better shocks, tires, and engines!*

CHALLENGE *Try to beat the gray truck using no more than-*

Novice: *4 Nitros*
Intermediate: *2 Nitros*
Pro: *0 Nitros*

SYSTEM: *NES*
GAME TYPE: *Driving*
# OF PLAYERS: *4*
RELEASED: *4/90*
COMPANY: *Tradewest*

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NINTENDO POWER SUPER POWER CLUB™

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But only if you use them.

SAVE

$5

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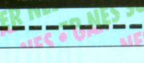

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100012

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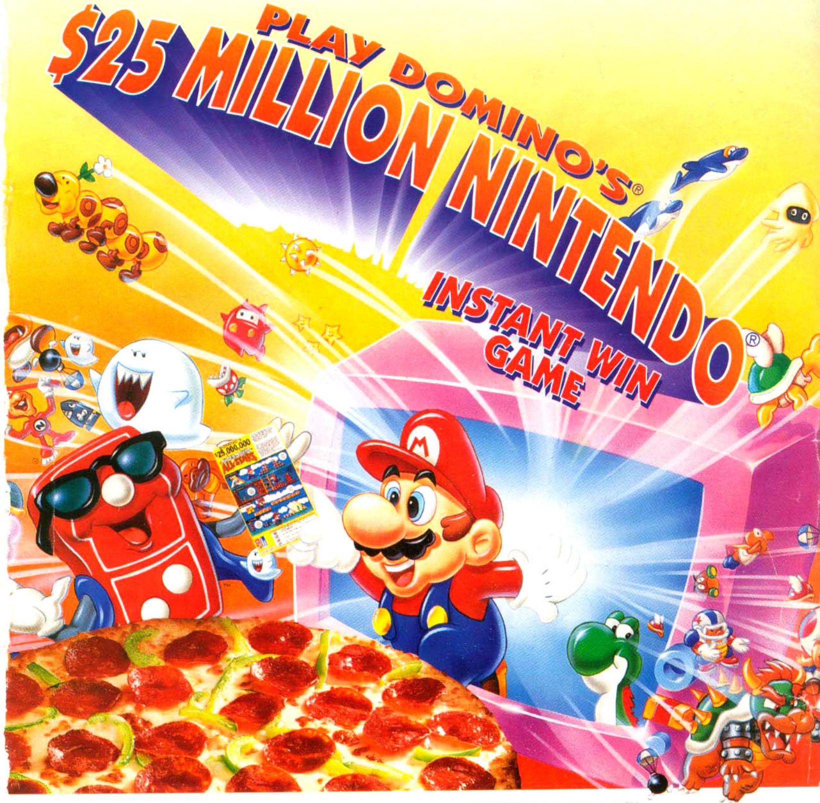

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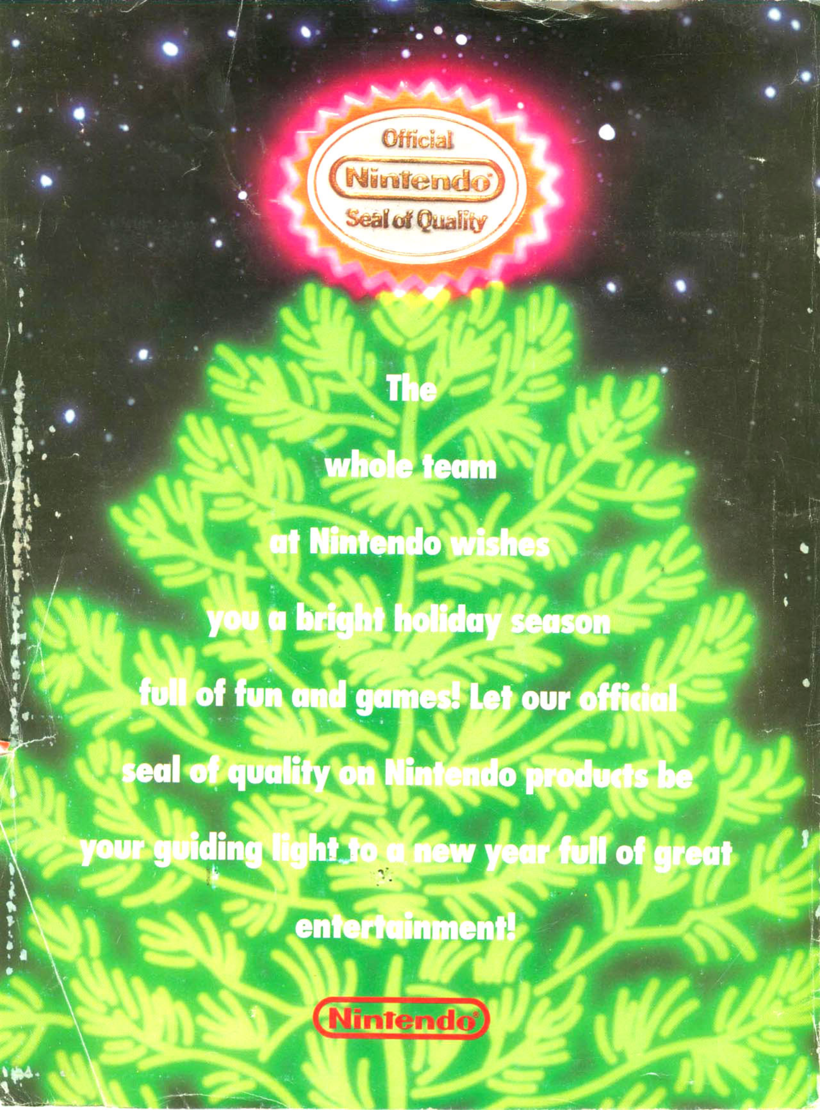
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